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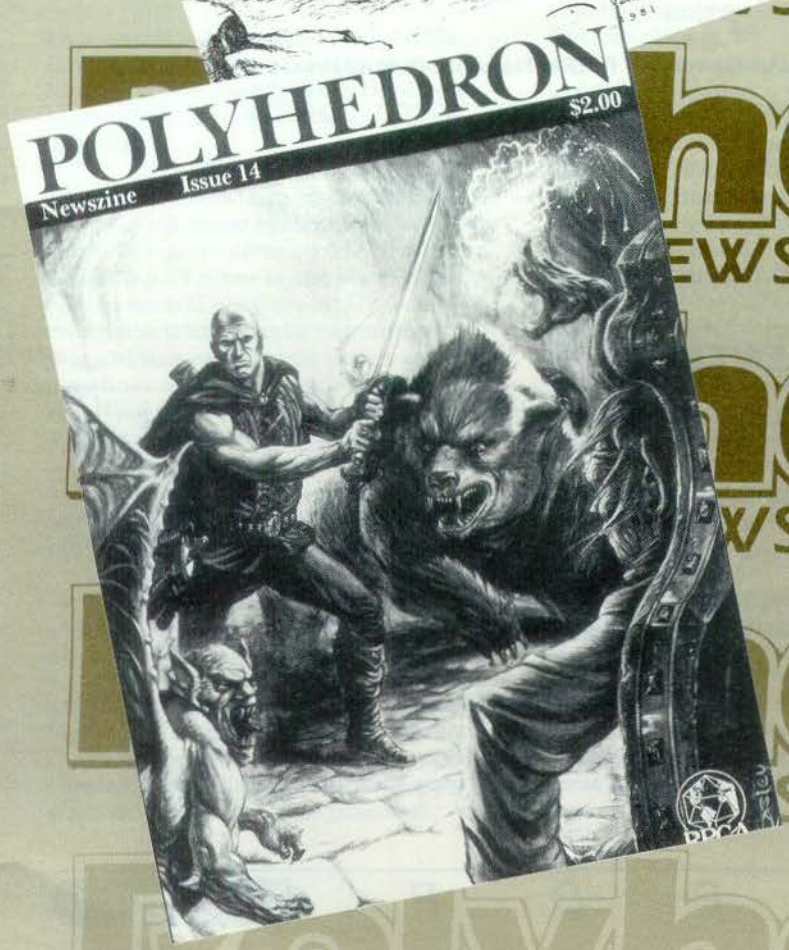

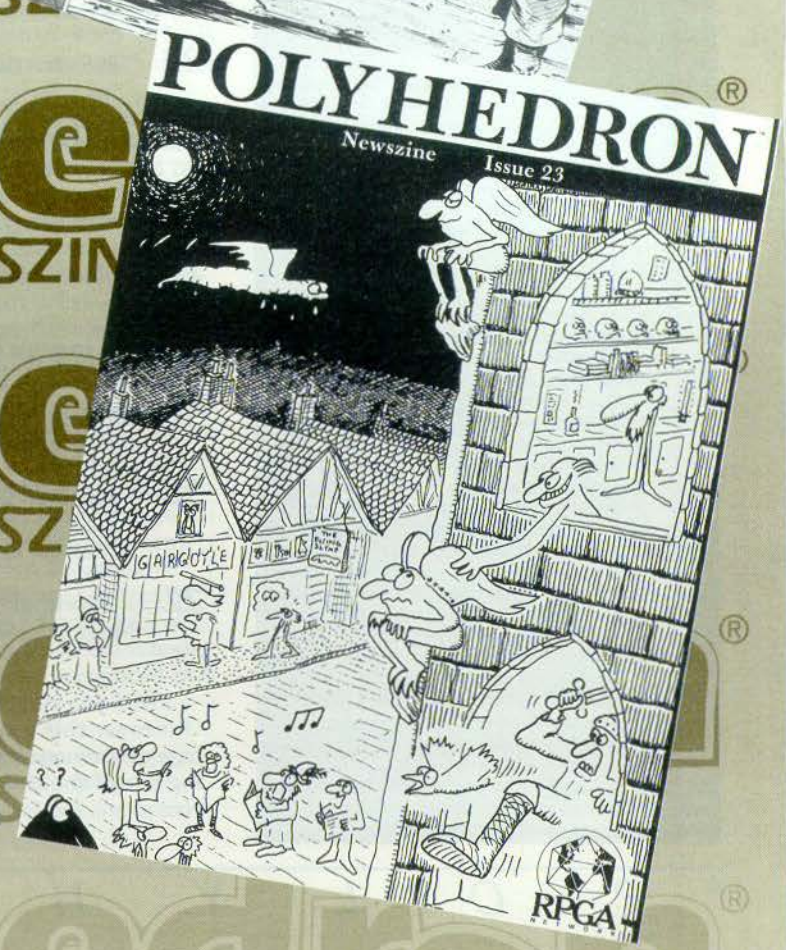

Publisher
TSR, Inc.

Network Coordinator
Scott Douglas

Editor
Duane Maxwell

Production Staff
Dave Conant
Shirley Surek
Terry Craig

Subscriptions
Judy Mueller

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Our cover this issue represents a little bit of the history of the Newszine. The collage of previous covers introduces our special feature: reprints of articles (including one of the earliest LIVING CITY businesses) from some of the best issues of the Newszine.

ARTIFACTS, RELICS, AND DM HEADACHES

by Roger E. Moore

This article was originally printed in Issue #14 of the Newszine. Page numbers references listed for the DUNGEON MASTER® Guide refer to the 1st edition printing.

There are several aspects of the AD&D® role-playing game system that are often subject to game abuse, and the use of artifacts and relics is one these difficult-to-control gray areas. By definition, an artifact or relic is a unique magical item of extreme power that may have unintended side effects resulting from its use. Obtaining an artifact should require enormous effort on the part of the player characters, and it just may be that getting the artifact is more dangerous to a character's life than the quest to find the artifact.

Unfortunately this is not always the case. There are campaigns in which characters find it exceptionally easy to get hold of an artifact, and it is not uncommon at times to find adventuring groups who have many or all of the artifacts listed in the DUNGEON MASTER Guide and an assortment of the other ones as well. A lot of people who play what they consider to be balanced AD&D games heap scorn on the heads of such players and their characters. But the players are not so much at fault as the DMs who let them get such items to begin with.

A DM may claim, with a little validity, that the DUNGEON MASTER Guide allows the chance for characters to regularly obtain artifacts by including them in the random-roll magic items tables. This is true, but just because someone happens to roll up the *Eye of Vecna* while laying out a first-level dungeon doesn't mean that he should include such an item anyway. This violates common sense in maintaining game balance, and guarantees that the campaign will get knocked out of kilter. The only way a player character can get hold of an artifact is for a DM to arrange it that way; the DM is completely responsible for such an event. (It would be a good idea to ignore or cross out the reference to "Artifact or Relic" in Table (III. E.) I on p. 122 of the DUNGEON MASTER Guide.) Instead, these devices should be introduced in a manner completely under the DM's control.

Consider game balance if using artifacts and relics in your campaign. How powerful will an artifact be? Table V: Prime Powers (p. 163 of the DUNGEON MASTER Guide) is worth looking at here. This lists some of the greatest powers that an artifact or relic could possess. Some of them may be too powerful for a referee's tastes; I wouldn't like to have a character gain an item that gave one wish or resurrection spell per day. An item like that makes the challenge in getting through a campaign fall like a lead weight.

There's nothing wrong with rewarding characters with good treasure, but there is something very un-rewarding in giving the characters everything they want. Even an artifact should be very carefully designed to keep things from going out of control.

Artifacts should be chosen with the overall campaign in mind. If the campaign's universe has nothing to do with the WORLD OF GREYHAWK® fantasy setting, some of the DUNGEON MASTER Guide's artifacts (the *Cup and Talisman of Al'Akbar*, for instance) would not be available and others, generated by the DM's fertile imagination, might be. It's a good idea to avoid gifting them with too many powerful abilities, even if they are supposed to be exceptionally large and mighty. As a rule of thumb, the Mace of Cuthbert in the DUNGEON

MASTER Guide is a good example of a low-power (using the term loosely) artifact, while the *Machine of Lum the Mad* might prove too much for most campaigns to absorb. Powers should be consistent with the nature of the device; an artifact related to an oceanic deity would not likely allow one to fly or animate zombies, but might have powers that allowed one to summon and control sea creatures.

Having designed some artifacts for a campaign, the question arises of how to use them in scenarios. DMs may occasionally drop tales and legends concerning certain artifacts to the players as part of the overall campaign seasoning. The full range of powers and abilities that an artifact has should not be given; only those relevant to the events in which they figure would be described. Tales concerning artifacts and relics should not always be particularly accurate, either; it may not be true at all that the *Eye of Vecna* gives off a death ray once per melee round. Tales grow in the telling, as everyone knows, and tradition may suggest that an item may be able to do such-and-such when in fact it does nothing of the kind.

The other side of the coin is that what one does not hear about an artifact could be more important than what is known about it. The unknown and potentially devastating aspects of artifacts should be carefully considered and played upon by DMs when dealing with items like these.

In a way, an artifact or relic is virtually a character in itself. These devices have been around for ages, hundreds or thousands of years, and have survived countless major events that few living beings might now remember. They are dangerous to tinker with, granting either might and power to their user or destruction, ruin, and death (or worse). No artifact should ever be fully predictable; no one should ever (if possible) know the full range of any artifact's capabilities. Some DMs hand players a note completely describing their character's relic, all of its good and bad points, and let them take it from there. This gives the characters too much power at once, and strips all the mystery and glamor away from the item, making it no better in a way than a *+1 dagger*; more powerful than a *+1 dagger*, but no more mysterious. The players will regard the relic as just another thing for their characters to carry around to blast the monsters apart.

All too often it seems that artifacts don't get no respect, and this is a situation that the DM can take pains to rectify. Those who have read Michael Moorcock's *Stormbringer* novels have an excellent idea of the possible consequences in utilizing a major artifact; these things can be dangerous! The *Sword of Kas* is not just a sword; it is a sentient being with a mind and will of its own, fully able to lead a character to complete destruction. The *Wand of Orcus* is not just a wand; it is the toy of a god devoted to death and the spreading of wickedness and evil, and reflects the nature of its creator in its powers. Even a good-aligned item like the *Mace of Cuthbert* could have powers that are not (from some characters' viewpoints) beneficial; maybe it causes the user to go on a quest once a month for the cause of good, a quest in which the character will not benefit in any material way (emphasizing humility, of course). In an old campaign of mine, a paladin character managed to get his hands upon the sword *Excalibur*. He was pleased enough with it until he discovered that the sword would attempt to possess him at odd times and send him on a quest. It got to the point where the the paladin began using any other weapon at hand rather than be forced to draw *Excalibur* and risk being sent off questing across the countryside, with his allies in mad pursuit.

Another example: Earlier editions of the [DEITIES AND DEMIGODS™ manual] carried descriptions of Michael Moorcock's characters from the Elric of Melnibone series, and a full description of Elric's sword, *Stormbringer* ("possibly the most powerful magic weapon possessed by a mortal anywhere"). It's not uncommon to find a character who owns this weapon or its twin, *Mournblade*, in AD&D game campaigns. The characters (and their players) feel that they can completely control the sword and use it regularly. However, looking back at the Elric books, it becomes apparent that not even Elric could control his own sword, and no one else but a member of the royal house of Melnibone was supposed to be able to use *Stormbringer* (Elric was the last of his line). Characters in AD&D games who grasp *Stormbringer* could be instantly and irrevocably slain or life-drained, no saving throw given, at the DM's option.

The idea of uncontrollable weapons may be used to good effect in an adventure in having similar evil artifact swords. Whenever an especially low number is rolled "to hit" with the weapon (exclusive of all bonuses of any sort), the sword could turn in the user's grip and automatically attack the nearest ally with all bonuses "to hit" and for damage applying. If no ally is available, ho ho, the sword attacks its user with all bonuses applying. This system was used to satisfactory effect in a number of campaigns I've been in, and evil artifact weapons generally become unpopular in short order. Similar effects may be grafted on to other magical weaponry in AD&D game play; *Blackrazor* (from D&D® game module *S2: White Plume Mountain*) and the *Sword of Kas* come immediately to mind.

This brings up the question of when it would be possible to actually introduce an artifact into the campaign. For the most part such an introduction should be left up to the characters. If, having heard some of the tales about various artifacts, they decide to track one of them down, then the DM can draw up a string of adventures that will (possibly) lead the characters to such a device. However, there may be false leads, or copies of artifacts (of small power and with unpleasant traps built into them) might exist that are mistaken for the real thing. The series of adventures leading to either a false lead, false "artifact," or real artifact could be frustrating or dangerous in any event. One Dungeon Master I know, Bill Kurtz, ran a dungeon wherein it was said a copper ring existed that would allow a magic-user to gain several levels of ability automatically so long as the ring was worn; when the player characters entered the dungeon, however, they discovered that whole areas of the complex were filled with normal copper rings that exactly matched the description of the artifact. I once allowed a group to come into possession of what they believed was the *Wand of Orcus*: however, the item was a false device that would, for several times running, give off a death

spell but after a set number of uses automatically slew the user. Players should not grow over-confident when hunting for relics.

It is a good idea, when giving out stories and clues on the artifacts, to avoid making the clues very clear or frequently encountered. Paying a bartender to get information on the location of an artifact will get the characters nothing but useless chatter. At worst, it could get the characters slain by enraged citizenry; consider how you would react if you were contacted by a group today that was actively seeking to find or build a nuclear weapon. The attitude you have about that may give you a great deal of insight into how normal citizens in the AD&D game world feel about major artifacts, whether evil or good.

The above comparison may be taken even further. Everyone today is aware of the existence of nuclear weapons, and people have a general idea of what they do, but when pinned down to specifics, it is difficult to find anyone who can tell you what their exact capabilities are. Those who do know often aren't telling. Universally, you will not be likely to find people who want such things around themselves. Most people would have a deep distrust, to put it mildly, of anyone they knew who owned an H-bomb. Apply all of the above to AD&D game world citizenry and their feelings about artifacts in general (evil artifacts specifically). Maybe good-aligned people would find a cure for all forms of cancer to be a wonderful thing, as some people feel the Space Shuttle to be a wonderful thing. But even good things, in the wrong hands ....

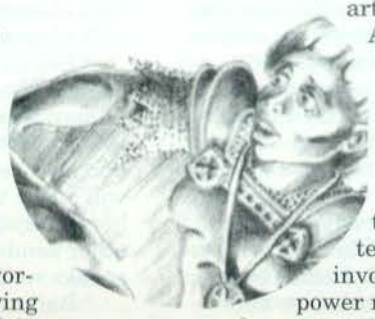
These points are made to give depth to the idea of a player character actually gaining possession of a major artifact or relic. These things are more than just strong magical items. They have an aura about them, apart in the cultural fabric, and ownership of such devices can have severe political and social implications. If a dwarven character comes back from an adventure with the *Axe of the Dwarvish Lords*, other dwarves hearing this may want the character to take the item to the nearest dwarven kingdom so the king may use it. Some evil dwarves might wish to gain the *Axe* for themselves, and some dwarves (if the character who gained the *Axe* is of exceptional ability) might want the character to be the new king, or whatnot. The political and social situation will be plunged into turmoil; a character had better be good at keeping his or her head above water. Imagine, too, the possible consequences if a non-dwarf came back with the *Axe*: continual attempts to take back the item by dwarves of every sort? rioting? warfare on a broad scale? The DM's imagination will form the limits to what is possible.

With the above in mind, picture the effects if a character gains the *Wand of Orcus*, *Hand of Vecna*, or other exceptionally evil and powerful relic. Picture how the FBI, the CIA, the U.S. Army, and other agencies would react if somebody actually built or stole a nuclear weapon. This doesn't speak for how other evil creatures would react; very likely there would be extreme rivalry among evil creatures to gain possession of the device in question, a no-holds-barred, no-quarter-given fight to the death for all concerned.

To illustrate this, another game I refereed involved three player characters of very high levels who sought the *Wand of Orcus*; though all were evil, all were of different religious persuasions. Once the *Wand* was found, I began passing notes to the players. The character who worshipped Asmodeus began having dreams that hinted that his deity wished him to take the item to lessen the power of Orcus. Another character began to want the item for his own, seeing that he could have extreme power if he possessed it. The third character worshipped Orcus, and was bound and determined not to give the item up. The result was an adventure filled with double-crosses, calculated assassination attempts, and a final duel between an evil Grand Master of Flowers and an Archmage/Lord. The characters picked up on the clues readily enough and fulfilled the nature of the *Wand*: "to wreak chaos and evil upon all living things" (DUNGEON MASTER Guide, p. 162). Poetic justice, indeed.

What purpose is there in having artifacts at all if they are so dangerous? Artifacts and relics serve higher purposes. The *Mace of Cuthbert* is a servant of good, and of St. Cuthbert's religion specifically. The *Axe of the Dwarvish Lords* exists to further the ends of the dwarven people. The DM may introduce artifacts in such a way as to make their ultimate purposes clear after some investigation on the characters' parts. It could be arranged for them to eventually gain possession (if not control) of an artifact so that some greater need not necessarily of the characters' designs is met.

In the WORLD OF GREYHAWK fantasy setting, it might happen that the Church of St. Cuthbert would fall upon hard times brought about by the manipulations of evil forces. High level characters might find that a final confrontation is coming between the defenders of the faith and their allies, and those who would wipe it out forever. The *Mace of Cuthbert* is needed but has disappeared. A similar situation occurred in Terry Brooks' novel, *The Sword of Shannara*, when a powerful magical sword was all that stood between victory and defeat for the forces of good. The unmaking of the One Ring was the great quest in J.R.R. Tolkien's *The Lord of the Rings* trilogy, which points out that it might not be the gaining and use of an item that is required, but the destruction of an artifact. This would lessen the power or cause that the artifact promotes.



Artifacts are not toys for characters to deck themselves out with. They form an active part of a campaign world, furthering the aims of forces greater than mortal. Characters who become involved with relics of power must tread carefully, and must consider the great risks they are taking. No one can claim to do more than possess a relic, if even that is possible (some relics may well possess their "owners"). It is the Dungeon Master's responsibility to see that artifacts and like items are given the respect they deserve, and to mete out rewards or doom as the situation calls for. For high-level and carefully monitored campaigns, introducing an artifact can provide adventure enough for many sessions of entertaining play.

Open Air Market

Shopping for an adventure?

by Joseph Wichmann

This article first appeared in issue 44 of the Newszine. It is the first article detailing a Living City business.

Five days each week this large open area is bustling with mercantile activi ty. The operators, Eldon and Fiona Hopple, live with their three children in a neat, one-story frame house at the back of the property.

There are 16 booths scattered over the area. On market days most of them are filled with goods for sale. City-dwelling craftsmen and farmers from the coun tryside sell and trade their products in the booths. Traveling tinkers, peddlers, caravan merchants, and even demi humans from the surrounding areas buy, sell, and trade goods and services. Any item might be sold here on any given market day. In this way, the Dungeon Master can determine what is available and, if he wishes, provide player characters the opportunity to obtain rare or unusual goods and serv ices. Player characters can even rent a booth if they wish; the price is four silver pieces per day.

On a typical market day the booths might be allocated as follows (footnotes indicate local persons described below):

#1 Peddler selling cookware and household goods
#2 Smoked and fresh fish[1]
#3 Butter, cheese, milk[2]
#4 Unallocated
#5 Fresh and smoked pork and sausages[3]
#6 Fresh lamb and produce (shelled dried beans and peas)
#7 Tinker repairing equipment and household items
#8 Glass bottles and vials[4]
#9 Knives and hand axes (sharpening also available)
#10 Wooden boxes and small cabi nets and chests[5]
#11 Grains and melons[6]
#12 Fresh bread and pastries[7]
#13 Unallocated
#14 Fowl[8]
#15 Soap and candles[9]
#16 Cloaks and robes[10] (articles accepted for mending as well)

On some days, armor or swords or even a warhorse or a wheeled cart might be for sale here. Prices are no higher than those listed in the AD&D® game *Players Handbook*, since this is essentially a wholesale operation.

[1] Martin is a 67-year-old 0-level human male. He is 5' 7" tall and weighs 130 pounds, with gray hair and blue eyes. He is the son of a local farmer and has lived near Ravens Bluff all his life. Every other day he visits streams and lakes in the area to catch fish to sell at the market. Martin lives in a one-room shack beside a lake outside the city. He has a smokehouse nearby. He is a country boy with a strong rural accent, but is very friendly and talkative, though he has no useful information for PCs. For one gold piece per day he will serve as a fishing guide. Anyone who hires him has a 75% chance to catch 7-12 fish and a 25% chance to catch only 1-6 fish.

[2] Frieda is the wife of a local dairy farmer. She is a 32 year-old 0-level human female. She is 5' 2" tall and weighs 110 pounds, with auburn hair and hazel eyes. She is quiet and shy but will warm to any character who treats her kindly. Frieda is popular with the other vendors because she always speaks well of their goods.

[3] Barket is a 0-level human male, 38 years old. He is 5' 11" tall and weighs 170 pounds. He has black hair and brown eyes, with dark, rough skin. He is particularly fond of dwarves and will give free samples of meat to any who approach his booth. He will give a free string of sausages to any dwarf who buys some of his meat.

[4] Carter is a glassblower who works right in his booth. A 0-level human male, he is 5' tall, weighs 120 pounds, and has blond hair and gray eyes. He is 29 years old. Carter is very skillful and can custom produce any type of glassware.

[5] Dominic—see below

[6] Dwerky Guiden is a 0-level human, 27 years old. He is a local farmer with brown hair and eyes. He weighs 220 pounds, and is 6' tall. He is a jolly and friendly man who treats everyone fairly.

[7] Lana Selik is an 87-year-old widow eking out a living by selling her baked goods. She has white hair and black eyes. She is 4' 8" tall and weighs a mere 85 pounds. Lana is well liked by her neighbors, and sought out for her baking skills. Many local noblemen and businessmen have offered her jobs, but she enjoys the independence of selling in the market. She also likes to meet a variety of people, and will question any obvious adventurers about their experiences.

[8] Kwerky Guiden is Dwerky's identical twin brother.

[9] Omelia Trom—see below

[10] Manuel Osidi is an excellent tailor. He is a 47 year-old 1st level male half elf fighter with 7 hit points. He wears studded leather armor and is armed with a short sword. He is 5' 5" tall, and weighs 125 pounds. His hair and eyes are gray. He is partial to elves and concerned about their image. When an elf passes his stall, Manuel will notice any defects in his or her clothing. If he sees defects, he will offer to mend them for free and will scold the elf if he or she does not accept the offer.

Dominic

7th Level Male Human Thief

STR 16
INT: 17
WIS: 10
DEX: 18
CON: 9
CHA: 13
COM: 14
AC Normal: 1
AC Rear: 6
Hit Points: 25
Alignment: Neutral Evil
Weapon Proficiencies: Knife, Sap, Dart
Special Abilities: Cabinet making, including the making of traps and secret compartments
Languages: Common, Thieves' Cant

Thief Skills:

PP	OL	FT	MS	HS	HN	CW	RL
70	67	55	65	53	25	94	35

Dominic is 37 years old, 5' 10" tall, and weighs 145 pounds. He has coal black hair and black eyes, and is very wiry and agile. He is imperturbable and unreadable. He is also taciturn, and seldom converses other than in grunts to signify yes or no. Therefore, little communication passes between him and other people. He distrusts and despises all women, and has no social life whatsoever. He wears *Bracers of Defense AC 5* and is armed at all times with two knives, a sap at his belt, and nine darts on a bandoleer beneath his vest.

His cabinets, chests, and boxes are of superb design and workmanship; many have intricately carved decorations. He can make custom items for his clients; these can include secret compartments and traps. He sells his work at reasonable prices, ranging from 10 gp for a small, simple box to 400 gp for a cabinet with custom carvings and secret compartment.

Dominic is the son of a female thief who abandoned him as an infant, leaving him on the steps of a rich man's house one night in the dead of winter. The man, rather than adopting him as his mother had hoped, placed him in an orphanage. Dominic remained there until he reached the age of nine, when he escaped. He had been put to work in the orphanage's carpentry shop and had already learned some woodworking when he escaped. He constructed a crutch for himself and, pretending to be crippled, begged for a living.

He also began to steal from shops and unwitting pedestrians; he soon came to the attention of a member of the Thieves' Guild. This thief took young Dominic under his wing and began to train him in the skills of professional thievery. When Dominic was twelve the thief apprenticed him to a cabinet-maker who formally (and expertly) taught him carpentry and cabinet-making. With his high dexterity, intelligence, and strength, Dominic quickly excelled in both professions.

Dominic has spent his life wandering the streets and back alleys of Ravens Bluff and knows the city as well as anyone alive. If an item or activity is available in the city, Dominic will know of it's existence, location, and price. If a character is in search of a specific place, person, item, or activity, Dominic can lead the character to it. The character will have to pay Dominic very well for the service, but need not worry about Dominic's discretion.

Through his aptitude and hard work, Dominic has risen to a prominent position in the Thieves' Guild, and he knows much about its operations. However, nothing can persuade him to betray the guild or give any information about it. Ironically, his mother now works for him (she is a guild member), although neither of them knows they are related.

Omelia Trom

3rd Level Female Human Magic-User

STR: 14
INT: 17
WIS: 12
DEX: 16
CON: 16
CHA: 17
COM: 18
AC Normal: 8
AC Rear: 10
Hit Points: 15
Aligmnent: Chaotic Good
Weapon Proficiencies: Quarterstaff
Special Abilities: Swimming, Riding
Languages: Common
Spells/Day: 2 1
Spell Book:

Level 1 Spells:

Enlarge	*Light*
*Magic Missile**	*Read Magic*
Sleep	*Spider Climb**

Level 2 Spells:

Darkness 15' Radius	*Rope Trick*
Melf's Acid Arrow	
Stinking Cloud *	

*Spells normally memorized

Omelia Trom is the wife an an Alchemist in Ravens Bluff. She is 23 years old, 5' 9" tall and weighs 140 pounds. She is exceptionally beautiful. She has long auburn hair and clear brown eyes. Her mother-in-law makes the soap and candles she sells. There is a 65% chance that she will also have several of her husband's potions on display. He specializes in *Philters of Love*, which he sells to rich people, and Omelia will always have at least one of these if she has any potions at all. If another type of potion is desired, there is a 10% chance that it will be available. Otherwise, she will have two or three randomly determined potions.

Omelia is the daughter of a wealthy merchant of Ravens Bluff. Her marriage to Bleifuss Trom, a 54-year-old Alchemist of considerable renown, was arranged by her father when she was 16. She, of course, was never asked her opinion on the arrangement. After a few months of married life, living with her husband and Isterra, her mother-in-law, Omelia grew bored. So she apprenticed herself to a magic-user in the city.

Sometimes late at night, when Bleifuss was sound asleep, Omelia would sneak out of the house and visit taverns which she knew were frequented by adventurers. Finally, after three years of apprenticeship, she felt she was ready and began to search for an adventuring group to join. She found a likely band of adventurers consisting of a fighter, a ranger, a dwarven fighter/thief, a cleric, and a thief; she made arrangements to explore a dungeon with them.

After a harrowing cross-country trek they reached the entrance to the ancient dungeon described on a treasure map. The ensuing sorties into the underworld were fraught with danger and excitement. Omelia, with her sleep spell and ingenuity, earned respect from her more experienced companions.

Her party killed a band of orcs and pressed on, encountering skeletons, zombies, a carrion crawler, and other monsters. Omelia always behaved with intelligence and courage. Finally, the group penetrated to the heart of the dungeon. There disaster struck. The fighter was killed and the thief was injured in an encounter with a mummy. The party captured a great treasure, but the thief suffered a prolonged and agonizing death from a rotting disease.

She returned to her husband, penitent and ashamed, and he accepted her with out complaint, happy to have her back. For a year she was content, but in the end wanderlust took her again. She joined her old companions, who had recruited another fighter and thief, to go adventuring again. After several sharp fights with humanoids, they discovered an ancient barrow—and entered. The party easily defeated everything they encountered; their confidence growing steadily. But an encounter in an evil chapel with a wight and a dozen zombies left them devastated. Only the cleric, the thief, and Omelia survived. The cleric performed sacred rites in the hope that their companions wouldn't rise as undead, and the three returned to Ravens Bluff. Once again Omelia's husband welcomed her with open arms, for he was a forgiving man and loved her and her beauty.

It has been two years since Omelia returned to the city. During that time she has faithfully served Bleifuss and sold his and his mother's products at the market. But now she has grown bored again and is eager for adventure. Her old adventuring party no longer exists, and she will gladly join any group of adventurers whom she judges to be of good alignment. She is more mature now, and will expect a plan with a reasonable chance of success.

Her husbant is resigned to Omelia's adventurousness, and they have reached a friendly accord. Bleifuss accepts her wanderings with faith in her loyalty. Over the years she has learned to love the old man, now 62, and she will do nothing to harm or betray him.

Omelia is sparkling and energetic, optimistic, and ready for anything new. She is a joy to be around; her beauty and her love of life attract people to her. Her major drawback in adventuring is the horror that death and physical corruption awaken in her. After a period of adventuring she will always return to her husband for the maturity and stability he provides.

Eldon Hopple

1st Level Male Human Fighter
Owner of the Market

STR: 18/43
INT: 12
WIS: 10
DEX: 14
CON: 16
CHA: 10
COM: 9
AC Normal: 10
AC Rear: 10
Hit Points: 5
Alignment: Neutral Good
Weapon Proficiencies: Bastard sword, Pike
Special Abilities: Endurance
Languages: Common

Eldon Hopple is 37 years old. He weighs 205 pounds and stands 6' 2" tall. He has brown hair and brown eyes. He is a Ravens Bluff native, born into poverty. He joined the army when he was 17 years old and served for two years, fighting in several campaigns against evil humanoids. He found bloodshed not to his liking, however, and quit when his term was up. He spent the next few years working at odd jobs around the city, becoming proficient in many crafts but master of none.

He met and fell in love with Fiona Mann; though she loved him in return, her father would not let them marry because he considered Eldon a vagrant. Eldon wanted to settle down with Fiona and establish an open air market for farmers and itinerant tinkers and peddlers; he even had a vacant plot of land in mind. However, he was unable to accumulate funds sufficient to the purpose.

One day as he was returning from work to his rented room he came upon a dress shop that had caught fire. He dashed through the flames into the interior of the building and found a woman overcome by smoke. He dragged her to safety and plunged back into the blazing building, saving a young girl. Afterward, the fire grew too fierce for him to try again. During the rescues, he suffered severe burns on one arm and one leg and is scarred to this day. The people he rescued were the wife and daughter of a prominent and wealthy citizen of Ravens Bluff. and the man gave Eldon a reward of 1,000 gold pieces. Good fortune had conspired with Eldon's unselfish nature to provide him with a lucky break that solved most of his problems.

Eldon used the reward to buy his vacant land, and with his own hands he built the house and sixteen booths that now occupy it. In two years his business was thriving and the Open Air Farmers Market became known as the place to go for the finest, freshest produce and meat. Many also came frequently to discover what interesting or unusual goods and services might be available on any given day. Eldon began to earn a good living.

Finally, when he saw how industrious and successful Eldon was, Fiona's father consented to their wedding. Eldon and Fiona have lived in the house he built ever since, and have been very happy.

Eldon, a brusque and businesslike man, nevertheless dotes on his family and is very protective of them. He and Fiona will try to be helpful to any characters who approach them, for whatever reason. Eldon is very good with his hands and skilled at many trades. He can fix almost any item or mechanical device of wood or metal, and will gladly do so for anyone renting a booth from him.

Fiona Hopple

0-Level Female Human

STR: 9
INT: 15
WIS: 13
DEX: 9
CON: 10
CHA: 16
COM: 14
AC Normal: 10
AC Rear: 10
Hit Points: 3
Alignment: Lawful Good
Special Abilities: Singing, Plays the Mandolin
Languages: Common

Fiona Hopple is 29 years old. At 5' 6" and 150 pounds, she is plump and pretty; she is friendly, easy-going, and likable. She has light brown hair and green eyes. She is the daughter of a middle-class merchant and has led a very sheltered existence because both her father and Eldon have been devoted to protecting her from all harm.

Eldon and Fiona have three children; their son, Ellis, is thirteen, and their daughters, Fiona and Charity, are eleven and seven. The children are very polite and often help customers arrange their goods in the booths. Ellis will watch a customer's booth and sell his wares if the customer has to leave the market for a short time.

Fiona plays the mandolin and sings beautifully. Her secret desire always has been to sing professionally, but the men in her life, being unenlightened, would never allow it. If Fiona takes a liking to a character, male or female, she will invite the character and his or her companions to supper. Since she is an excellent cook, they will have a fine meal. Afterward, she may sing for them; this will be a treat finer even than the meal.

The Hopples are good, kind, and gentle people, well liked and highly regarded by all, both at the market and in the neighborhood. They are well-known throughout their area of the city, and have fed and helped people many times over the years. If any harm befell them it would be considered a great evil by all who know them, including quite a few adventurers who are grateful to them. Anyone who rescues or avenges the Hopples would be well thought of and well treated in Ravens Bluff. ❑

AN AD&D® GAME FEATURE

"Zee Chef"

by Bruce Heard

This article first appeared in issue 23 of the Newszine

Have you ever tasted a dish so fine that you tried to make it yourself, but couldn't quite duplicate the recipe? Recent research has unearthed a great culinary secret—the finest chefs are actually spellcasters, and the secret ingredient in their recipes is a touch of magic. Now, for the first time, the powers and abilities of the chef are presented below, so that you can add some delicious sorcery to your own campaign world.

The Class: The chef is a non-player character devoted to furthering the culinary arts and learning more about native delicacies. Chefs may be of any humanoid race, but they are rarely encountered in the wilderness, preferring civilized locations to practice their trade.Chefs are usually found in smoky and sooty lairs called kitchens, frequently in the employ of high-ranking nobles who can afford to pay the salaries they demand.

Requirements: A chef must have strength, intelligence, and constitution scores of at least 9, and a chef with an intelligence of 16 or more gains a 10% bonus to earned experience. Although they may be of any neutral alignment, very few chefs show the distinctive behavior of evil. The experience requirements and spell abilities for the chef class are detailed below.

Experience Progression: The chef's special techniques are closely related to those of the alchemist, involving the mixing of various ingredients to obtain a specific product. But the chef's creations are intended to be eaten... and enjoyed. Chefs improve their abilities by creating new dishes from rare substances, and their secrets are closely guarded.

To become a 1st level common cook, the cook's boy must bring his master an uncommon ingredient and participate in the preparation of the final product. (Cook's boys frequently offer their culinary services to adventuring parties free of charge in the hopes of finding such an ingredient to start their careers.) Thereafter, the chef gains 2 XP per gold piece earned for services.

Chefs may also earn experience points for inventing new recipes. The base chance for preparing a new dish is 60% plus 5% per chef level. This is modified by –10% per 1000 XP value of each special ingredient. (Normal ingredients have a negligible XP value.) If the chef is successful, the new recipe may be recorded into the Cook Book. Thereafter, the chef gains a 30% bonus to the chance of success for subsequent attempts to prepare the same dish. The DM secretly checks for success each time the recipe is attempted, and applies appropriate penalties for failure according to the chosen ingredients.

The chef gains the XP value of any substance used in a new creation, in addition to the XP for extra cash payments. For example, Chef Armand discovered how to distill "Imperial Purple Worm Liquor" and his Duke rewarded him with an extra 500 gp for his brilliant invention. The XP award is: 4,900 + (500 x 2) = 5,900 XP.

Chefs may trade or sell recipes and spells amongst themselves as desired. No experience is awarded for traded spells, but recipes acquired in this manner are worth half their original XP value awarded upon the first successful preparation of the dish.

Abilities: All chefs have the innate ability to determine the presence of poison in food by smell or taste. The chance of success is 25 % + 3 % per chef level.

At 15th level, the chef gains the ability to brew magic potions as a 7th level magic-user. A Grand Cordon-Bleu will usually retire from the futility of human civilization and find an isolated abode, there to create rare dishes that no being of lesser sensitivity could ever appreciate...

Combat: Although chefs do not usually resort to violence, com bat is sometimes necessary in self-defense or to acquire rare ingredients. Chefs fight on the Thief Combat Table, and are proficient in the following weapons, as well as dagger:

Weapon	Damage
Butcher Knife, chopper or other sharp kitchen tool	1d6
Large ladle, frying pan, rolling-pin or other blunt kitchen tool	1d4

Oil is also used frequently. Female Chefs have a + 2 bonus "to hit" with the rolling pin. The chef may use any pan lid as a small shield, or the pan itself as a helm, but no other forms of armor are permitted.

Restrictions: The chefs philosophy is to further the cause

Level	Experience	Hit Dice (d6)	Level Titles	Spells 1	2	3	4
0	<0	1d2	Cook's Boy	–	–	–	–
1	0	1	Common Cook	1	–	–	–
2	1,000	2	Cook	2	–	–	–
3	3,000	3	Baker	2	1	–	–
4	6,000	4	Head Cook	3	1	–	–
5	10,000	5	Steward	3	2	–	–
6	15,000	6	Royal Steward	3	2	1	–
7	25,000	7	Imperial Steward	4	2	1	–
8	40,000	8	Warden of the Banquets	4	3	1	–
9	60,000	9	Chef	4	3	2	–
10	90,000	10	Master Chef	4	3	2	1
11	130,000	10 + 1	Master Chef	5	3	2	1
12	180,000	10 + 2	Master Chef	5	4	2	1
13	250,000	10 + 3	Master Chef	5	4	3	2
14	350,000	10 + 4	Master Chef	5	4	3	2
15	500,000	10 + 5	Grand Cordon-Bleu	6	4	3	2

of good and enjoyable nutrition; therefore, the use of poison is strictly forbidden. Anyone caught attempting to serve poisonous food or introduce poison into an edible substance (especially a chef's culinary creation) will be dealt with severely by the chef in charge.

Spell Casting: Chefs gain and use their spells much like magic users. Both new spells and recipes are recorded into the Cook Book, and each morning the chef chooses spells to memorize for the day.

Chef Spells

Level 1

Affect Normal Fires (Alteration)

Range: 5 yards per level
Duration: 2 rounds per level
Area of Effect: 10-foot radius
Components: V, S, M
Casting Time: 1
Saving Throw: None

This spell is the same as the magic-user spell.

Create Condiments (Alteration)

Range: 10 yards
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

The caster can create one bag of salt and one bag of pepper, each weighing one pound per level. The material component is a small salt box.

Create Wine (Alteration)

Range: 30 yards
Duration: Permanent
Area of Effect: Up to 27 cu. ft.
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell is the same as the 1st level priest spell *create water*, except that wine is produced instead.

Dancing Bites (Conjuration/Summoning)

Range: 10 yards per level
Duration: 5 rounds + 1 round per level
Area of Effect: 20 foot diameter sphere
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

When the chef casts this spell, 1d10 small mouths appear in the air and start eating away at any food, rations, garbage, bones, etc. within the area of effect...an excellent trash disposal method for sloppy cooks. Each mouth will absorb 1 pound of "edible material" per round. The mouths cannot be used to attack creatures. The material component is a tooth.

Edible Glamour (Illusion/Phantasm)

Range: 10 feet
Duration: Permanent
Area of Effect: One dish
Components: V, S, M
Casting Time: 5
Saving Throw: None

This spell can be used to decorate a dish, to impart a special flavor, or even to create faint sounds (like the sound of crispy bread, popping, crackling, bubbling, etc.), at the choice of the caster. It has no effect on creatures, and is permanent until the food is destroyed or eaten. The material component is a pinch of paprika.

Fast Foods (Alteration)

Range: 0
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 1
Saving Throw: None

This spell is equivalent to the priest spell *create food & water*, except for the following additional effects. The food produced will come in small boxes; the juicy food will always be between two buns, and the drink is a bubbling black liquid. Note however that this spell variant has never been totally mastered, and a possible side effect may occur. There is a 5% chance per box created that it will be empty when opened and a horrible alien voice will shriek, "Huerzdabeeph?". The material component is one fried potato.

Read Culinary Magic (Divination)

Range: 0
Duration: 2 rounds/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This is equivalent to a regular *read magic* spell, except that it empowers the caster to understand a chef's spell or an unknown recipe instead of normal magic. The material component is a jelly prism.

Spectral Smell (Alteration)

Range: 10 yds./level
Duration: 1 turn/level
Area of Effect: One creature/item
Components: S, M
Casting Time: 1
Saving Throw: Negates

This spell imparts a pleasant smell to any creature or item on which it is cast. The smell is appetizing to whatever creature type is most numerous within a 100' radius of the target. Creature targets are permitted a saving throw vs. spells to avoid the effect. The material component is one drop of vanilla extract.

Level 2

Cream Tarts (Evocation)

Range: 60 yds. + 10 yds./level
Duration: Special
Area of Effect: 1 or more creatures in a 10' x 10' area
Components: S, M
Casting Time: 1
Saving Throw: Special

Except as noted, this spell resembles the magic-user spell *magic missile*. Instead of missiles, cream tarts spring forth from the caster's hands and automatically hit the designated target(s). Although they do no damage, victims must save vs. spells or be blinded by the cream for the following round. The material component is a cream tart.

Conjure Hunger & Thirst (Abjuration)

Range: 10 yds./level
Duration: 1 round/level
Area of Effect: 30 foot diameter sphere
Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

This spell will affect one HD (or level) of creatures within the area of effect per level of the caster. The affected creatures feel extremely hungry and/or thirsty (at the choice of the caster) for the duration of the spell, and must save vs. spells or charge in the direction of the closest source of food, consuming as much as they can, or fighting for the food if there is not enough for all. The material component is a fried chicken leg.

Fools Foods (Alteration)

Range: 10 yds.
Duration: 1 turn/level
Area of Effect: Special
Components: V, M
Casting Time: 1
Saving Throw: None

This spell creates an appetizing meal for a number of creatures equal to the caster's level. The illusionary food will disappear after the spell duration expires, but those who ate it will feel as satisfied as they would after a normal meal...a proven success for those on a diet! The material component is a picture of the desired meal.

Magic Jam (Alteration)

Range: 10 yds./level
Duration: 1 turn/level
Area of Effect: 1 square foot/level
Components: V,M
Casting Time: 1
Saving Throw: None

When the chef casts this spell, a large patch of jam resembling an ochre jelly appears on the designated spot. Those who step on it are hopelessly stuck, unless they are able to take off their boots (or equivalent) and jump off. The jam may be removed by applying 1d6 points of fire or acid damage per square foot, but any creatures stuck in it at the time will suffer an equivalent amount of damage. The material component is 1 spoonful of jam.

Pepper Cloud (Evocation)

Range: 30 yds.
Duration: 1 round/level
Area of Effect: 20 foot cube
Components: V,S,M
Casting Time: 2
Saving Throw: Special

This spell is equivalent to the magic user spell *stinking cloud*, except that the victims will sneeze and choke for the duration of the spell. A successful saving throw vs. spells will negate the effect. The spell affects any creatures entering the cloud, regardless of level or hit dice. The material component is a bag of pepper.

Preserve Food & Drink (Alteration)

Range: Touch
Duration: 1 week/level
Area of Effect: 100 lb. of food or drink
Components: V, S, M
Casting Time: 5 rounds
Saving Throw: None

This dweomer empowers the chef to preserve up to 100 pounds of food or drink for a period of one week per level of the caster. The spell is usually cast on fresh meat or vegetables, but if used against a living creature taken to zero or fewer hit points, that creature suffers no further damage, and is "preserved" for the duration of the spell. (Several spells may be necessary for preserving larger creatures.) At the end of the spell duration, the creature so preserved loses permanently one point of constitution (or 1 hit die, whichever applies) and must be brought back to at least zero hit points in order to prevent death from occurring. Preservation will cause regeneration or any other such biological processes to cease for the duration of the spell. The material component is one drop of vinegar.

Produce Flame (Alteration)

Range: 0
Duration: 2 rounds/level
Area of Effect: Special
Components: V, S, M
Casting Time: 4
Saving Throw: None

This spell is equivalent to the 2nd level priest spell of the same name, except that the material component required is one drop of oil.

Spice (Alteration)

Range: 10 yds.
Duration: 1 turn/level
Area of Effect: One dish or creature
Components: V, S, M
Casting Time: 1
Saving Throw: Neg.

This spell is usually cast on food to give it a special flavor. However, if cast on a living creature, the latter must save vs. spells or turn deep red (with steaming pouring from his ears), breathe once as a young dragon in the direction he was facing when the spell was cast, and run to the nearest source of liquid to jump in. The material component is a pinch of cayenne pepper.

Transmute Stone to Jelly Beans (Alteration)

Range: 30 yds.
Duration: 1 turn/level
Area of Effect: 1 cubic foot/level
Components: V, S, M
Casting Time: 1 round
Saving Throw: Special

This spell enables the caster to change the specified volume of earth, sand, mud or stone into small jelly beans. The beans will instantly revert to their original form if they get wet, which may create severe digestive problems for anyone who has eaten them. The material component is 1 large candy bag.

Level 3

Explosive Prunes (Alteration)

Range: 0
Duration: 1 round/level
Area of Effect: Special
Components: V,S,M
Casting Time: 2
Saving Throw: None

This spell causes one magical prune per level of the caster to materialize in a pouch. Each prune will explode for 1d4 points of damage if thrown, crushed, or chewed. Unused prunes will disappear when the spell duration expires. The material component is a leather pouch.

Food Fight (Enchantment/Charm)

Range: 0
Duration: 1 round/level
Area of Effect: 100' diameter sphere
Components: V
Casting Time: 1
Saving Throw: Neg.

This spell is generally used in places where people or creatures gather to eat. When the caster screams "Food fight!", all creatures in the area of effect must immediately start fighting each other with whatever food is available, until there is no food left or until the spell duration expires. The caster is not affected.

Food Trap (Alteration)

Range: 10 yds.
Duration: Permanent until discharged
Area of Effect: One dish or drink
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Thls spell will affect any one particular dish or drink, causing any creature that consumes the affected material to save vs. spells or hiccup violently for a number of rounds equal to the caster's level. No spell casting, intelligible speech, or use of breath weapons is possible, and the victim is at -2 on all "to hit" rolls while so affected. The material component is 1 cream puff.

Gourmet Touch (Alteration)

Range: 10 yds.
Duration: Permanent
Area of Effect: 10 lb. of matter
Components: V, S, M
Casting Time: 5
Saving Throw: None

This spell transmutes 10 pounds of non-living matter into edible material according to type, as shown below:
Minerals: sugar, caramel, candies
Metals: fruit or vegetable pulp (at the choice of the caster)
Hard vegetables: cakes, biscuits, chocolate
Non-edible flesh: edible meat of distinctive color and taste
Other: ice cream or other sweets
The material component is a can of caviar.

Heat Metal (Alteration)

Range: 40 yds.
Duration: 7 rounds
Area of Effect: Special
Components: V, S, M
Casting Time: 5
Saving Throw: Special

This spell is the same as the 2nd level priest spell of the same name, except that when the metal temperature reaches "hot", a stream of vapor will issue forth with a whistling sound, similar to a teakettle. The material component is a teabag.

Locate Food (Divination)

Range: 60 yds. + 10 yds./level
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell will function as the 3rd level priest spell *locate object*, except it detects only edible food or drinks of a specified kind. It may be used by the chef to find precious (future) ingredients. The material component is an ancient menu card.

Neutralize Poison (Alteration)

Range: Touch
Duration: Permanent
Area of Effect: 1 creature or 1 cu. ft. of substance/2 levels
Components: V, S
Casting Time: 7
Saving Throw: None

This spell is the same as the 4th level priest spell.

Purify Food & Drink (Alteration)

Range: 30 yds.
Duration: Permanent
Area of Effect: 1 cubic foot/level, in 10 sq. ft.
Components: V, S
Casting Time: 1 round
Saving Throw: None

This spell is the same as the 1st level priest spell.

Sudden Craving (Enchantment/Charm)

Range: Touch
Duration: Until fulflled
Area of Effect: One creature
Components: V, S, M
Casting Time: 1
Saving Throw: Neg.

Similar to a *quest* spell in many respects, the caster may cause one creature to seek a specific type of food to the exclusion of all other activities unless a saving throw vs. spells is successful. The caster must speak to the victim (in a language it can understand) and suggest a dish, drink, or ingredient (that may still be alive), with a superabundance of appetizing descriptions. The victim will feel a sudden craving for the food described, seek it out and do whatever is necessary to obtain and devour it. The material component is a slice of cake.

Spaghetti Curse (Evocation)

Range: 5 feet/level
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 2
Saving Throw: Neg. or 1/2

When this spell is cast, huge strands of pasta appear in the area designated by the caster, creating an effect exactly like the magic-user spell web, except as noted above. Two spectral bards with stringed instruments appear near the pasta web and begin to sing in an unknown tongue. If the victim breaks free, the two bards will follow and sing until dispelled or given sufficient money (DM's option as to how much is enough). The material component is a strand of dried spaghetti.

Level 4

Fry (Evocation)

Range: 100 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: 20 foot radius sphere
Components: V, S, M
Casting Time: 4
Saving Throw: 1/2

This spell is equivalent to the magic user spell *fireball*, except that instead of producing a blast, it fries everything in a 20 foot radius area for ld6 points of damage per level of the caster (save vs. spells for half damage). The material component is an "asian cocktail".

Mashmorph (Conjuration/Summoning)

Range: 10 yds.
Duration: 1 round/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 round
Saving Throw: None

This spell summons a powerful spirit from one of the outer planes to form a 5 ' tall white creature that moves at 120 yards per round. At command of the caster, it will jump on a designated target and attack for 1d10 points of damage per successful hit. At the end of the spell duration, it returns to the marshmallow plane whence it came, along with the spell components. The material component is a pouch of marshmallows.

Simulacrumb (Illusion/Phantasm)

Range: Touch
Duration: Permanent
Area of Effect: One creature
Components: V, S, M
Casting Time: Special
Saving Throw: None

The effect of this spell is equivalent to that of 7th level magic-user spell *simulacrum*, except that the duplicate is created from bread or a similar material. The material component is 5 loaves of bread.

Spiritual Tenderizer (Invocation)

Range: 30 yds.
Duration: 1 round/level
Area of Effect: One opponent
Components: V, S, M
Casting Time: 5
Saving Throw: Special

This spell is similar to the 2nd level priest spell *spiritual hammer*, except that it also reduces the target's armor class by 1 point per successful hit. If the victim reaches AC 10, it is "tenderized" and falls unconscious for 1d6 turns, after which the armor class returns to normal and the victim awakens. The material component is a meat mallet.

Elminster's Everwinking Eye

Dunbridges and the Duskwood

by Ed Greenwood

The Border Kingdoms were where I made my first thousand thousand pieces of gold. I'd go back in a moment—if those lands didn't hold quite so many dangerous folk just itching to take it away from me.

—Donstable Hroun
Master Merchant of Tsurlagol
A Merchant's Musings
Year of the Harp

Elminster's still going strong through the various grand duchies, thralldoms, emerging empires, and sheep barns of the Border Kingdoms, so herewith we continue on the grand tour with him:

Dunbridges

This picturesque, sleepy-looking village seems a chaotic tangle of hedges, meandering paths, and walled gardens, studded here and there with thatched, thick-walled cottages. Surrounded by rolling pastureland, the settlement is dominated by millponds and mills to go with them, freely-wandering sheep and goats, and the many small bridges for which the place is named. The Dunbridges (named for Aldunn, the long-ago dwarven stonemason who made them) leap over ponds—and the springs that feed them—in railless arches too narrow for many an outland merchant's wagon.

As a result, Dunbradar folk get a lot of practice in hauling overturned wagons out of the normally-placid local waters by means of blocks, pulleys, spars, and horse-winches...almost as much practice as traveling merchants get at heartily cursing the wandering tracks and antiquated bridges of the place.

The Dunbradar take such things with patient good humor, secure in the prosperity won by their wool mills (which produce the distinctive Dunbradar green-on-green—in swirling patterns that make good camouflage-blankets), sharp-flavored goats'-milk-and-nut Dunbradar cheese, and well-stocked fish ponds. They can call on no fewer than three resident adventuring companies of note to repel attempts at brigandage, invasion (almost always by the legendarily greedy and belligerent folk of Thuntar—who rise every decade or so in another attempt at building an empire), and enforced bridge improvements (even by their nominal superiors, the Sunbright Lances of High Emmerock). All three companies have defended Dunbridges on occasion—and have done so in full muster together at least twice: during the Wyrmstrike of 1332 DR, and at the battle of Six Smoking Shields in 1348 DR (the most recent resounding defeat of invading Thuntarran armies).

These three stalwart bands include a rollicking, pranksome, tankard-tossing rabble of dwarves (all of whom are outlaws from the dwarven Deep Realm) known as the Merciless Manticoreslayers, led by Khaladaen of the Double-ended Axe. In addition to the money they make with their formidable battle skills, they make steady coin by distilling a strong, rough whisky called "Slayers' Fire," which is steadily growing in popularity as merchants take it throughout Faerûn. The Company of the Bent Blade is an all-female (half-elven and human) group. The original company was formed some eighty years ago by the daughters of the Company of Sun Knights (who founded High Emmerock). These women are distinguished by the gleaming plate armor they wear and the fine, glossy mounts they ride. The third group is the most diverse of the three. The Deadhelms of Dunbridges are made up of semi-retired adventurers and mercenaries from a score of kingdoms and a dozen races.

Many rumors circulate about these groups. The brawling, boisterous Manticoreslayers are said to be girt in battle with strong defensive magic...and actually go dragonslaying on their annual 'long vacations.' The ever-wary Deadhelms, who dwell in a fortified keep at the western edge of Dunbridges that they take turns standing watch over, supposedly wield an array of strange and powerful magic items. Further, some say that their leaders are the remnants (human and otherwise) of the crew of a ship that sailed through the sky, between the stars! And the same ever-tireless local rumormill holds that the 'Blade Queens' (as the warrior-women of the Company of the Bent Blade are affectionately known) are all sorceresses and Harpers...or at the very least allies of, and spies for, Those Who Harp.

The daring exploits (and domestic dalliances, as the Blade Queens are endlessly courted by various stalwarts of both the other companies) of these three groups provide constant entertainment for the Dunbradar—and leave them unimpressed with most visiting adventurers. Brigands may be able to *force* Dunbradar folk into doing things, but they'll fail to *scare* them into doing anything. (Adventurers and others given to strong language are warned that only local folk will only tolerate fellow Dunbradar uttering the oath "By the bottoms of the Blade Queens!" Any outlander daring to use it will be set upon angrily by all Dunbradar within hearing.)

Dunbridges is governed by the Mouth, a council of local merchants (nominated by any citizen) who serve for three seasons and have equal votes (no councillor can serve two consecutive terms). The Mouth has eleven members-at-large and a speaker, the Lord of the Bridges (currently a fat and sharp-tongued but essentially good-natured Calishite sorceress named Anarassa Ghoeble, and known to most Dunbradar folk, despite her gender, as "Lord Rassa"). The Lord directly commands the only employees of the Mouth: the Fingers, a dozen-strong mounted constabulary that patrols the streets, leads the militia, and keeps close watch on visitors—all under the direction of its leader, the Lord High Protector.

The office of Lord Protector is one that was often occupied by corrupt villains in the past (several of whom attempted to take direct rule of Dunbridges, and paid for the attempts with their lives or were forced to flee far, fast, and permanently). At present, however, it is graced by a onetime High Sword (force leader) of Tethyr, the capable, diligent, and ruggedly handsome Tharorgaun Tarntree.

Protector Tarntree is square-jawed, tall, keen-eyed, and much sought after by local ladies. Though he spends time in their company, he is always alert and attentive to his duty to keep the peace in Dunbridges and guard it against brigand attack. Not only does the man never seem to sleep, he has an uncanny knack for anticipating trouble and warning a patrol to "check just a little more thoroughly than usual there, and tarry a bit in the lee of Sarglar's Hill, to watch if wolves slip down." Over the years, the Fingers (and the half-dozen different militia members who ride with every Fingers patrol) have learned to trust in their Lord Protector's hunches; time and time again, he has directed them into the heart of stealthy brigand advances or hungry winter wolfpacks.

This is not to say Tarntree is all grand general. He's legendary among the women of Dunbridges for leaping literally out of the arms of an amorous lady to snatch up his sword and rush out into her barnyard, to face a would-be horse thief blade to blade, or, as he did on another occasion, wrestle a wild dog to death after it had bowled over a drunken Dunbradar merchant in the wee hours close enough to his open bedchamber window for him to overhear its snarling charge.

Some folk whisper that Tarntree has a colorful past, and is a polymorphed wizard, courtier, or even Tethyrian princess here in hiding from foes who would slay him in an instant if his true identity was revealed. Others believe he's a spy for the Harpers—or the Zhentarim—or even the mysterious island nation of Nimbral (though just what of international value a spy dwelling in Dunbridges would learn remains a matter of unresolved speculation). Even members of the Mouth seem to be spreading word of the many strange and close-cloaked visitors who slip in the back gate of the Lord High Protector's home, Tarntowers, in the moonlit hours of many a night. Lord Rassa donned a cloak and mask of her own once to investigate such nocturnal visitations, and made it as far as halfway down the garden when a lamia noble and a swanmay rose from a garden bench to bar her way and in cold unison tones advised her to "take a number—preferably by daylight, and at the front gate."

The Lord Protector seems to be on wary but cordial terms with the three resident adventuring companies, and the Dunbradar seem either to love him (most of the women) or at least grudgingly respect him (most of the men).

Whatever the truth about Tarntree's visitors, past, and secret activities, he guards Dunbridges diligently against attempts to do violence to its folk or seize control of it. He once beheaded an illithid who had tried to take over the mind of one of the local mill crew. A grateful wizard, who was in thrall to the disgusting creature at the time, cast a preservative spell over the head in gratitude for his release from mental bondage. Today the head hangs on the point of a pike high above the front gate of Tarntowers, eyes glowing faintly and tentacles endlessly and gently curling (an eerie sight that has made many a visitor hurry past, but of which locals have grown quite proud).

Under the protection of its famous Lord High Protector, Dunbridges is becoming a supply center of sorts for folk who dislike overly tight scrutiny and local laws—or rather, a place for such folk to leave their supplies. The Six Whistlers Lockhouse in the side of Sarglar's Hill just northeast of the settlement is a fortress mated to a network of caverns that folk can rent to store things they need to keep hidden for a while, in the care of the Whistlers. No one knows just how many human warriors guard the Lockhouse fortress-gate. The Bold Bards adventuring band of Tashluta, who once disputed the fees charged by the Whistlers, claim that the humans are commanded by doppelgangers who shift their appearances so as to make clients think there are far more guards than the place really possesses...and that the Whistlers themselves are mongrelmen. Local legend has always insisted that great treasures are hidden in some of the Lockhouse caverns—treasures that will "rock all Faerûn, and tumble not a few of its thrones," should they ever be released.

Perhaps only the watchful gods know what other mysteries lurk behind the cozy cottages and bustling little

shops of Dunbridges—but visitors from larger and more sophisticated places are warned that local legend has always hinted that great power lies "hidden, unsleeping" in and about the mills and their placid ponds.

The Duskwood

Deepest and least disturbed of the forests of the Border Kingdoms, the Duskwood fills the eastern end of the region, separating one of its most magic-strong lands (the Realm of the Smoking Star) from the most lawless and chaotic territories anywhere in known Faerûn: the Realm of the Ready Sword, home to brigands, misfits, and monsters of all sorts. Few inhabitants of either land dare to venture far into the Duskwood.

It's a thick, tangled realm of moss-girt trees, clinging vines, and many tiny rivulets that tumble down from knife-sharp central ridges to carve deep, 'breakneck' ravines through the trees. These steep-sided gullies are almost always hidden under a thick cloak of undergrowth, and make it almost impossible to bring any mount or pack animal through the forest—or for any ground-based being to pursue any creature that can jump long distances or fly. They also provide ample cover for giant spiders and truly gigantic snakes—as more than one human intruder has learned to his fatal cost.

The Duskwood is also reputed to be home to one or more beholders, who drift menacingly among the trees—and is known to be the abode of at least one large 'thirst' or flock of stirges, and several owlbears. In fact, its monstrous inhabitants are so numerous that some sages believe that a veritable colony of deepspawn must dwell in the depths of the ravines. Other learned men point out that plant life in the Duskwood is flourishing just as frenetically—and that the old tales of its being the seat of a nature god, or the onetime home of a Netherese arch-sorcerer whose now-untended generative magics have run amok, may be nearer the truth.

Whatever the cause, two properties of the Duskwood make it a popular destination for adventuring types. Its rich vegetation includes a wide variety of rare temperate shade-dwelling herbs and fungi—growing larger, richer, and in more profusion than anywhere else in the known Realms. These are the herbs that priests, mages, alchemists, physics, perfumers, and dyers will pay handsomely for.

The even more remarkable power of the Duskwood lies in certain of the pools near its central ridges, from whence the Dusking Rivers flow. These pools boast magical powers so strong that magic items dipped in their faintly-glowing waters are recharged and revitalized. This legendary property has brought adventurers in plenty into the Duskwood, down the centuries—where many of them have promptly found their deaths. The tales told by the few who escaped the perils of the Deep Duskwood support the view that a renegade Netherese sorcerer or some other fell archwizard had a hand in the creation of the pools...or at least laid a most puissant guard over them.

That guard is the Vauntagar, once the center of a cult among the primitive folk who dwelt in the Border Kingdoms of old—and still the dark horror of many fireside tales and warriors' legends.

The Vauntagar is a deadly magical binding of enormous power. Some scholars suggest that it may be equal in power to the mythal magic of ancient times. Whatever its true nature, it seems lost to the mages of today...and a good thing, too, because the Vauntagar is a permanent spell that links monsters of the caster's choice in a symbiotic cycle—so that only one monster prowls Faerûn at a time, but can be replaced by the next in the cycle whenever the first is sorely wounded or finds itself in a situation where it is at a disadvantage. The first beast vanishes, and the second fades into view at the same spot. Beasts of widely differing abilities, natures, and alignments can be linked without apparent harm or instability—and the depredations of one member monster benefit the others.

As Elminster explained it, the damage dealt by any of the monsters serves to heal an equal amount of damage, evenly distributed, among any of the other monsters that are wounded at the time, so that the 'offstage' beasts are able to heal beyond the reach of even the most potent sorcerers' attacks. This repair extends to regeneration of completely destroyed body parts and elements, so long as actual death hasn't occurred.

Moreover, the magic seems to prevent aging and inhibit disease and poisoning; the beasts in the cycle can only die violently, in battle with others. The death of any of the monsters in the cycle doesn't end the Vauntagar, but causes the order in which the remaining beasts appear to be reshuffled. It is believed that a Vauntagar can link as many as a dozen monsters, but most scholars believe that it is rare for there to be no more than six to nine.

Sages claim that Vauntagar exist in other parts of the Realms—usually in places of powerful, ancient magic. Many adventurers insist that the depths of Undermountain (and, depending on whom one is conversing with, various ruined cities as well) hold at least one of these multiple-guardian 'monsters.' The adventurer Loryngyl of Baldur's Gate reportedly fought one that included (in order) a gorgon, a displacer beast, a mobat, a wemic, a chimera, a manscorpion, a leopard, an ogre, and a worker grell. One is even rumored to link several undead creatures, although exactly how the connection between them functions remains a mystery.

The Vauntagar in the Duskwood lurks near the magical pools, and may even (as some sages speculate) bathe in them to prolong its magical cyclical links. It may have been created and set to guard certain pools, though at least one adventurer claims that her company fought many monsters that seemed to be linked in one of these cycles, and that they encountered them at several of the pools. This has led scholars to wonder whether or not there may be more than one Vauntagar in the Duskwood, or if there is one which is able to move around and alter its cycle of beasts.

Just what other secrets may lie hidden in the depths of the Duskwood, beyond the perils of the Vauntagar, are the subject of many legends—all or none of which may be true. One speaks of a vein of emerald ore so rich that human-torso-sized lumps can be hewn away from the rock and carried off, and another whispers of an invisible tower where a wizard dwells. A third speaks of a sunken dell where a lich wanders among the roofless, overgrown rooms of his once-grand mansion, compelling adventurers who reach his abode to go back out into Faerûn under the goad of geas magics, to do tasks at his bidding...tasks intended to change who wears this crown, or what road that realm pursues in the years ahead.

One thing is certain: the Duskwood has claimed the lives of a army of adventurers over the years...and is still doing so today. ❑

The Kargat Wants You!

Just exactly how much the second edition of the RAVENLOFT setting will differ from the one currently on store shelves is a subject of much debate. Between now and its release in 1997, a great deal of effort will go in to making sure that this new edition exceeds the expectations of even the most jaded RAVENLOFT gamer.

In addition to our peers on the TSR staff, however, we'll be looking to the public for input.

Questions, comments, and suggestions will be sought out at conventions, via the good people at the United States Postal Service, and through the TSR areas on AOL, GEnie, and elsewhere. If you have a brilliant idea, pet peeve, or humble opinion, be sure to route it to William W. Connors or Steve Miller.

Every message will be read and considered. Some will be laughed at, others will be reluctantly discarded, and a few will be incorporated. Of course, Bill and Steve will take the credit for everyone else's work, but that's how the business runs.

Send responses to:
TSR, Inc.
201 Sheridan Springs Rd.
Lake Geneva WI 53147

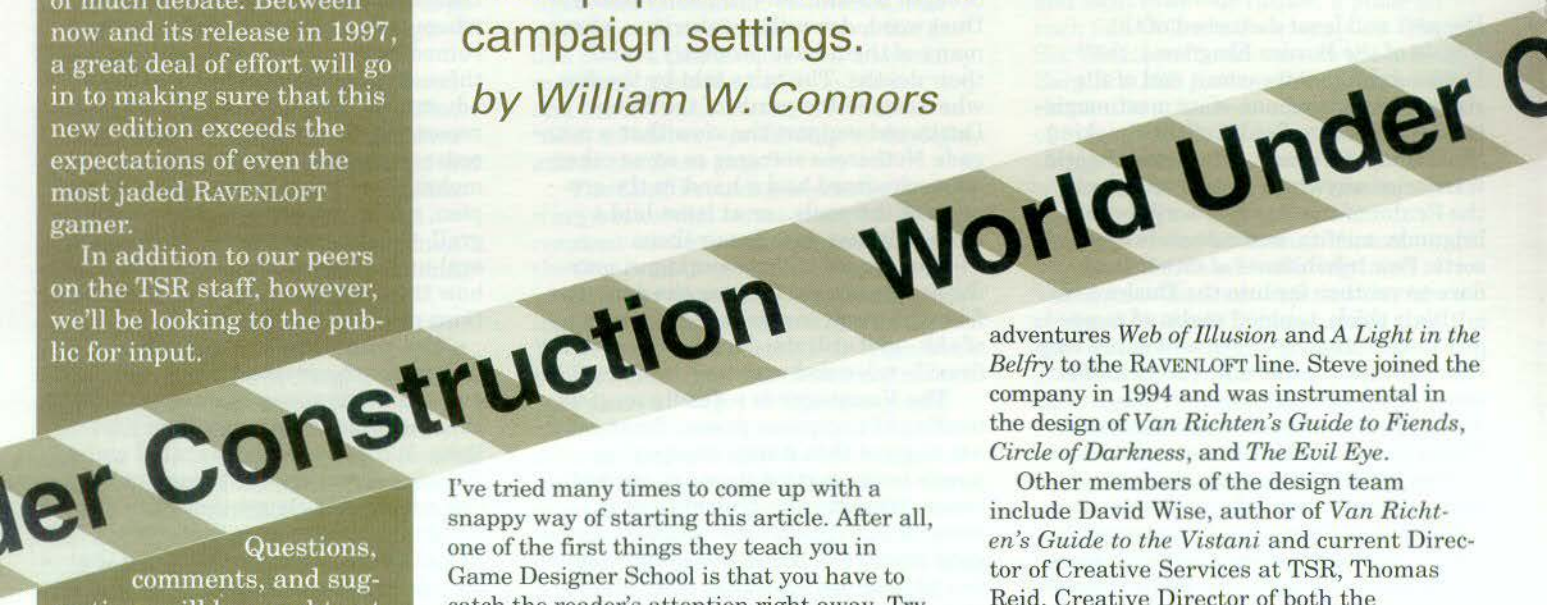
Email: TSR Steve@aol.com

A preview of...

RAVENLOFT® 2ND EDITION

The long awaited revision to one of TSR's most popular alternative campaign settings.

by William W. Connors



I've tried many times to come up with a snappy way of starting this article. After all, one of the first things they teach you in Game Designer School is that you have to catch the reader's attention right away. Try as I might, however, I can't think of anything more dramatic to say than:
Early in 1997, TSR will release a new edition of the award winning Ravenloft® Fantasy/Horror role-playing game.

If that doesn't get you heart beating a little bit faster, then you probably don't need to read the rest of this article. If, on the other hand, it makes the hair on the back of your neck rise just a bit, then I think you'll enjoy the next 1,500 or so words.

The Design Team

The original RAVENLOFT adventure module was written by Tracy Hickman, known to most of you for his outstanding work on the DRAGONLANCE® game. The more recent incarnation of the RAVENLOFT setting, however, was designed by Bruce Nesmith and Andria Hayday, two of the most talented people in the RPG hobby today.

This new edition of the campaign setting will be written by veteran RAVENLOFT designer William W. Connors and his hunchbacked assistant Steve Miller. The former has been with TSR nearly eight years and has contributed such projects as *Van Richten's Guide to Ghosts*, *Forbidden Lore*, *Masque of the Red Death*, and the adventures *Web of Illusion* and *A Light in the Belfry* to the RAVENLOFT line. Steve joined the company in 1994 and was instrumental in the design of *Van Richten's Guide to Fiends*, *Circle of Darkness*, and *The Evil Eye*.

Other members of the design team include David Wise, author of *Van Richten's Guide to the Vistani* and current Director of Creative Services at TSR, Thomas Reid, Creative Director of both the FORGOTTEN REALMS® and RAVENLOFT product lines, and newly acquired free agent editor Cindi Rice. Altogether, they form an all-American, five-headed, ten-armed, brown-haired, juggernaut of unstoppable game design menace.

So What's New?

While we haven't finished deciding what will and won't be in the book, we do have a few ideas. Here's some of what you can look forward to:

Expanded Character Generation
The second edition of the RAVENLOFT game will include complete generation rules that allow players to create heroes native to the Demiplane of Dread. In the past, all of the heroes were assumed to have been hauled into Ravenloft from outside. No longer will that be true. Now you can run a wizard from Necropolis, a warrior from Barovia, or whatever your heart desires.

The traditional character classes and races will be altered to reflect the influences of the Mists. Current plans call for the introduction of at least four new character classes found only in Ravenloft. Beyond that, a new character race (the half-Vistani) will be available.

"Weep not that the world changes - did it keep
A stable changeless state,'twere cause indeed to weep."

***Mutation* (1824)**
William Cullen Bryant

Construction World Under Cons

A True Campaign Setting
The same philosophy that has led to the inclusion of RAVENLOFT-native character generation will be carried over to all other aspects of the game. For the first time, RAVENLOFT will be presented as a place where entire campaigns can be played out. This doesn't mean that we're going to abandon our "twilight zone" style of play, however, only that the new RAVENLOFT setting will be able to handle both types of play.

More Domain Information
Sections detailing the domains, their lords, and their citizens will be expanded. Details on the culture of each domain will be included, as well as information about the level of cultural and scientific development found in each. Special "mini-kits" will provide players and DMs with adjustments that reflect the nature of a character's native realm. For example, heroes from Barovia might receive certain proficiencies and be prohibited from acquiring others.

Secret Societies
First introduced in the *Forbidden Lore* boxed set, the concept of secret societies, cabals, and mysterious cults is a natural addition to the RAVENLOFT setting. As with the various domains, enough information will be provided to allow a player to customize a character who belongs to a given society.

The Hierarchy of Evil
Expanded rules will address curses, the Ravenloft powers checks, and other aspects of the darkness that is RAVENLOFT. Exactly how a dark lord is created, what happens if he is slain, and how he relates to his underlings, peers, and superiors will be discussed.

Game Mechanics

What will the second edition mean to those of you who have faithfully acquired large RAVENLOFT libraries? Will it make all your adventures and accessories obsolete? Will you curse the names of Connors and Miller for the great changes they have wrought in your favorite game? We certainly hope not.

While every aspect of the campaign setting is being reviewed, care is being taken to make certain that there will be no vast changes to the game systems or how it is played. This doesn't mean there won't be new information or rules, only that everything we're adding to the game will be structured in such a way as to make it fully (and I mean Fully!) compatible with past products.

Here's an example. RAVENLOFT characters are sometimes called upon to make Fear, Horror, or Madness Checks as they battle the forces of evil. These terms and the way in which they are used will remain the same. While we might (in fact, certainly will) make changes to these aspects of play, they will still serve exactly the same role. When an adventure says "make a Fear Check," you'll just do it in a slightly different fashion.

This same philosophy will be applied to all aspects of the revision.

Format

This is a subject of some debate. We're looking into many options, but it seems certain that the final product will take the form of a hardbound book. Our best estimates at the time of this writing put it at 320 pages. Beyond that, it's too far in the future to make any promises. If we have a brilliant idea that mandates a change in format, we'll act on it.

The Bottom Line

While this is a just a small sample of the ideas that we have in mind, it lays out our design course pretty clearly. Steve and I recognize that it's not our task to fix a game that's broken. RAVENLOFT is already a masterpiece, as its popularity shows.

It's our goal to make one of the most exciting and thrilling games on the market even better.

Or "worse", depending upon your point of view.

Forgotten Deities

The elder elemental evils: Dendar and Kezef

by Eric Boyd

Dendar the Night Serpent

Dendar the Night Serpent is one of the elder, eternal evils of the Outer Planes created in the dawn of Abeir-Toril's prehistory. She came into existence shortly after the first being slept in Realmspace and had a nightmare. Supposedly, she will be the harbinger of the end of the world, the gods, and the entire crystal sphere of Realmspace.

The Night Serpent's slit-pupilled eyes are the sickly yellow-black of rotten eggs. Her tongue is forked and flickers incessantly over her smooth lips. Her monstrous fangs are always coated with the viscous essence of lost dreams. She speaks with a sibilant, malignant voice that drips with ancient horrors. Her hide is covered in midnight-black scales, the physical embodiment of the most terrifying nightmares she has swallowed.

Although she can slither across the Gray Waste or any of the lower planes at will, the Night Serpent is almost always found in her lair. Dendar lives in a vast cave near the oozing river that serves as the moat for the Crystal Spire (or its predecessor, Cyric's Bone Castle). The hiss of the Night Serpent's breathing echoes through the City of Strife as she sleeps, contentedly gorged on the world's unremembered nightmares. Anyone who approaches her cave finds her awake and awaiting them with anticipatory delight as she savors and relives their worst unremembered nightmares. Her cavernous maw is large enough to swallow a hill giant, and her tongue can knock an armored man to the ground with a single flick. Beneath her tongue is a foul mire of greasy spittle and half-devoured bones—the corporeal manifestations of the remnants of her dream diet.

In Calimport, she is known (incorrectly) as the Mother of the Night Parade. (However, those horrid denizens of another world who survived their war with Myrmeen Lhal and her Harper allies have begun to venerate Dendar since their permanent loss of the artifact connecting them with their home world.) In the Jungles of Chult, Dendar is known as the Eater of the World, and stories tell of how Ubtao will battle the Night Serpent when she emerges through a gigantic iron door located beneath one of the Peaks of Flame to attempt to eat the sun. According to legend, Dendar will succeed in breaking down the door to readily devour the sun if Ubtao fails in his duty when the doom of the world finally arrives.

Only the legendary blade of Alban Onire, Titanslayer, has ever truly injured the Night Serpent. When Gwydion the Quick dared to challenge the Night Serpent during the revolt against Cyric in the City of Strife, she battled the servant of Torm with a host of nightmare visions and lost. Dendar conceded defeat and unleashed the night-terrors that belonged to the denizens defending the Bone Castle, allowing the revolutionaries to storm the fortress.

Dendar can only be truly slain by mortals or powers under conditions similar to those required to slay a demipower on its home plane. Otherwise, she always reforms in the Gray Waste after one day has passed. All of the Realms' inhabitants remember every nightmare they have that night in excruciating detail for the rest of their lives.

Combat: Although Dendar can attack with her magically envenomed bite, she prefers to unleash unremembered nightmares on anyone so bold as to attack her. Her fangs cut through armor as if it does not

Dendar, the Night Serpent

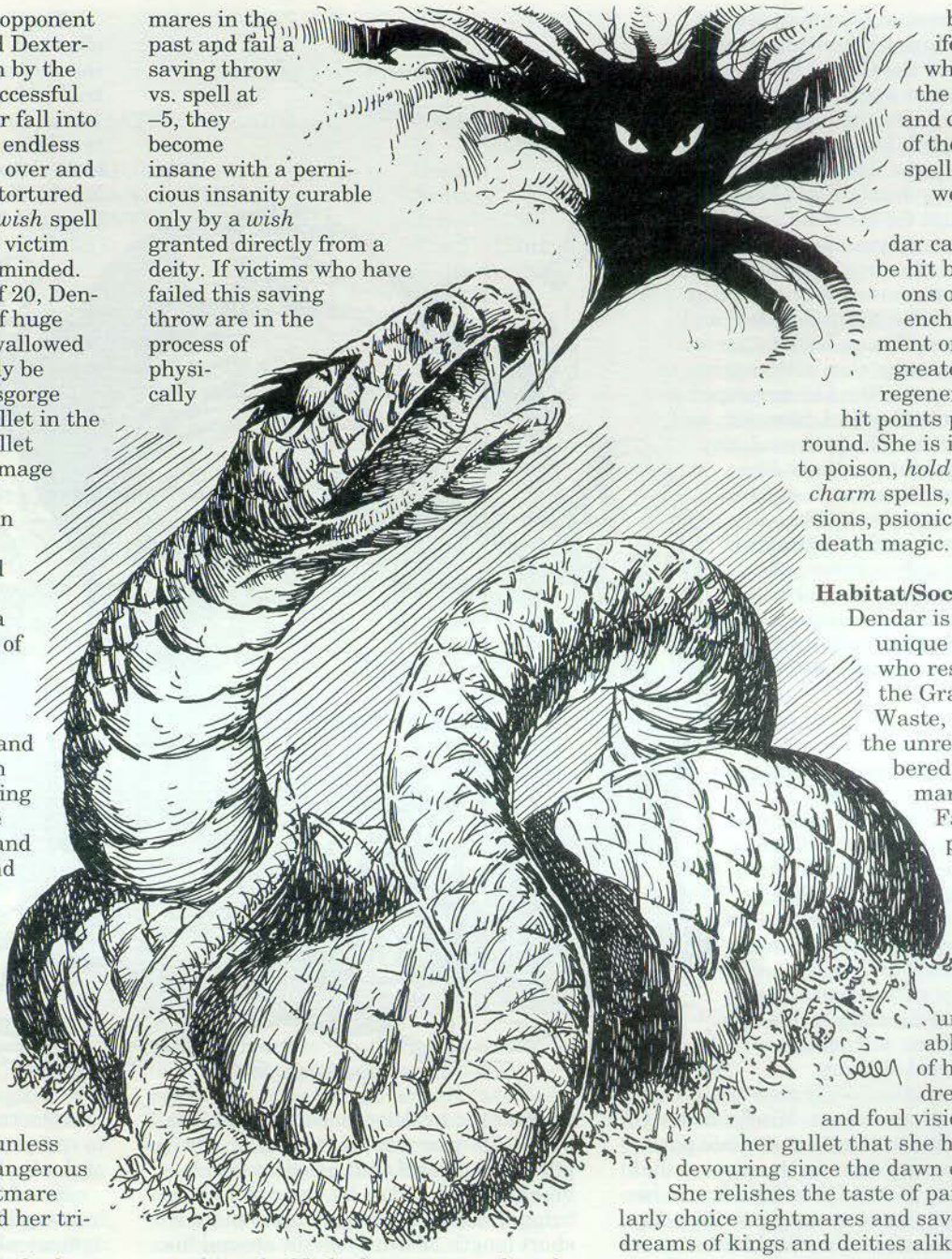
CLIMATE/TERRAIN:	The Gray Waste
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturna
DIET:	Unremembered nightmares
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	1
ARMOR CLASS:	–2
MOVEMENT:	12 (or across planes)
HIT DICE:	28 (224 hit points)
THAC0:	–9
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	3d20+10 (bite)
SPECIAL ATTACKS:	Unleash nightmares, unleash victim-specific nightmares, sleep/nightmare venom, swallows whole, spell-like abilities (demishadow magic, demishadow monsters, dreamspeak, fear, nightmare or dream)
SPECIAL DEFENSES:	+5 or better magical weapons to hit, regenerates 5 hit points/round, unleashes nightmares, immune to poison, *hold*, *fear*, or *charm* spells, illusions, psionics, and *death* magic
MAGIC RESISTANCE:	90%
SIZE:	G (300' long)
MORALE:	Fearless (20)
XP VALUE:	35,000

exist—the Armor Class of any opponent is calculated using magical and Dexterity bonuses only. Anyone bitten by the Night Serpent must make a successful saving throw vs. death magic or fall into an eternal sleep, stalked by an endless stream of nightmares replayed over and over. The only way to end this tortured state is with a *limited wish* or *wish* spell followed by *heal* to prevent the victim from being permanently feebleminded. On an unmodified attack roll of 20, Dendar can swallow an opponent of huge size or smaller whole. When swallowed in this manner, victims can only be helped by forcing Dendar to disgorge nightmares and leaving her gullet in the outgoing flood. While in her gullet they take 1d6 points of acid damage per turn.

For every point of damage an opponent inflicts on the Night Serpent, one scale explodes and stretches into a fully formed nightmare, similar in effect to a *nightmare* spell (as the reverse of the 5th-level wizard spell *dream*). Although every nightmare is actually experienced instantaneously, each hideous and unsettling vision seems to go on forever. If the victim fails a saving throw vs. spell, each nightmare inflicts 1d10 points of damage and leaves the recipient fatigued and unable to regain spells for a week. If a second saving throw vs. spell is failed, the victim is under the effects of a permanent *fear* spell until *remove fear* is successfully cast upon them.

Dendar can also disgorge up to 10 nightmares per round against each attacker, although she is loath to do so unless confronted by a particularly dangerous opponent, since each lost nightmare delays the end of the world and her triumph just a little bit longer.

The Night Serpent can vomit forth any specific spirit's worst nightmare from its entire life. Such nightmares fly forth to attack their originators, wherever they may be (even on another plane). If victims have already confronted particular attacking visions and laid them to rest (as adjudicated by the DM), they are unaffected, and the Night Serpent must concede defeat to such opponents and be henceforth unable ever to harm them through night terrors again. If victims have not confronted and defeated particular attacking nightmares in the past and fail a saving throw vs. spell at –5, they become insane with a pernicious insanity curable only by a *wish* granted directly from a deity. If victims who have failed this saving throw are in the process of physically attacking the Night Serpent, a gathered host of horrors envelop them and draw them into the gullet of the Night Serpent. Such a fate results in the permanent annihilation of these victims and not even a greater power can restore the unfortunate being to life or the afterlife.



Dendar can cast one of the following spells at will (as an ability) once per round: *demishadow magic*, *demishadow monsters*, *dreamspeak* (as the 1st-level wizard spell, also known as *Detho's delirium*), *fear*, or *nightmare* (or its reverse, *dream*). The Night Serpent can intangibly manifest anywhere in the Realms and cast any of the above spells as well.

Dendar can only be hit by weapons of +5 enchantment or greater. She regenerates 5 hit points per round. She is immune to poison, *hold*, *fear*, or *charm* spells, illusions, psionics, and death magic.

Habitat/Society: Dendar is a unique being who resides in the Gray Waste, eating the unremembered nightmares of Faerûn's populace. The Night Serpent has an uncountable horde of horrible dreams and foul visions in her gullet that she has been devouring since the dawn of time. She relishes the taste of particularly choice nightmares and savors the dreams of kings and deities alike.

Ecology: Dendar has consumed the unremembered nightmares of Faerûn for uncounted eons, slowly fattening herself in preparation for the end of the world when she can escape to the Realms in order to devour the sun. If she did not feed her insatiable appetite, every being, mortal or deity, would remember every nightmare she or he ever dreamed in excruciating and possibly incapacitating detail.

Prior to Cyric's tenure, the Night Serpent ate only unremembered night-

mares. Then, in his madness, the Prince of Lies fed her numerous denizens of the City of Strife (petitioners and other spirits). She developed a taste for the Faithful. As a result of this new diet, Dendar quickly swelled up to the point where she could no longer leave her lair and hence could no longer hunt for the most succulent nightmares or manifest in the Realms. Kelemvor, the new Lord of the Dead, no longer feeds denizens or any other Faithful to the Night Serpent, and Dendar has shrunk back to her normal gargantuan size, allowing her to leave her cave. She has developed a taste for the Faithful, however, and, like Kezef the Chaos Hound, any of the Faithful the Night Serpent manages to catch and consume are utterly destroyed. Since Cyric's defeat, Dendar is careful to only consume the occasional spirit morsel as a treat, and her diet once again consists predominantly of the world's unremembered nightmares.

Kezef the Chaos Hound

Kezef the Chaos Hound is one of the elder, eternal evils of the Outer Planes created in the dawn of Abeir-Toril's prehistory. The ravager of the heavens appears as a huge mastiff with unearthly, malevolent, red eyes and a ratty tail. His fur teems with maggots, the coat shifting incessantly over barely covered sinews and bones. His flesh oozes like pus from an old sore and his paws leave burning prints in the ground that spread into pools of burning ichor in his wake. His pointed teeth glitter like daggers of jet in the light. His blood is a dark, liquid ooze that burns on the touch, and he radiates a pestilent aura of decay. The fetid air of his breath extinguishes all nearby fires, and he reeks with the sweet stench of ancient death that can be detected from many miles away. Kezef can speak any language in a low and rumbling growl.

Kezef was imprisoned for centuries on the layer of the plane of Pandemonium known as Cocytus. His imprisonment was mandated by an alliance of members of the Faerûnian pantheon when the Circle of Greater Powers forbade traffic by deity or mortal with the beast. After he was hunted down, the powers bet Kezef that he could not break a leash forged by Gond Wonderbringer. Kezef allowed Gond to place a short length of sturdy chain around his neck in exchange for Tyr placing his right hand in the Chaos Hound's slavering jaws. Gond anchored the chain miles deep in the floor of Pandemonium's caves, and Mystra wrapped the beast in an unbreachable, glowing curtain of magical energy that automatically repaired itself. From these two traps Kezef could not escape, and no one could reach him through Mystra's curtain. When Kezef discovered he was truly fettered, he bit off Tyr's hand and feasted on its divine essence for centuries as he strove to free himself.

Kezef was freed by Cyric shortly after the Time of Troubles to hunt for the soul of Kelemvor. The Prince of Lies tricked Mystra into ripping the magic weave enveloping Kezef and then shattered Gond's chain with his sword Godsbane (later revealed to be an avatar of Mask). Kezef traveled to Faerûn and began to follow Kelemvor's life trail. When he reached Blackstaff Tower in Waterdeep, the site of the climatic battle between the avatar of Myrkul and Midnight, Adon, and Kelemvor, Mask and Lord Chess of Zhentil Keep reimprisoned Kezef in an enchanted candle with an ancient ritual provided by Oghma. Mask later gave the candle to Gwydion, a clockwork inquisitor turned against Cyric by Mystra, who then freed the Chaos Hound during a rebellion against Cyric in the City of Strife. The Chaos Hound feasted on Cyric's denizens until Kelemvor assumed the title of Lord of the Dead and the rest of the pantheon threatened to recapture the Hound within the Wall of the Faithless.

Kezef fled and now stalks the planes hunting Mask, the Lord of Shadows, against whom he has sworn eternal revenge, and his normal prey, the Faithful (Outer Planes petitioners). Mask is forever on the run, always hearing Kezef's hellish baying behind him.

Combat: Kezef is incredibly quick, and always strikes first in combat except when battling a deity. In addition to the damage inflicted by his terrible bite, the Chaos Hound's spittle burns victims for an additional 1d10 points of acid damage per round for the three rounds after any successful bite. This additional acid

damage is cumulative for multiple bite attacks.

In lieu of a bite attack, the Chaos Hound can breathe a puff of corrosive mist once per round in a 20-foot-diameter area in front of his mouth. This virulent acid can scour flesh from bones and inflicts 2d12 points of acid damage per round of exposure until neutralized or washed away by prolonged immersion in running water.

Kezef's ear-splitting howl causes *confusion* and *fear* (as the 4th-level wizard spells) in mortals for as long as it is heard. (The fear can even affect deities, who receive a +6 bonus to their saving throws.) A successful saving throw vs. spell holds off the howl's effects for one round.

Kezef regenerates 5 hit points per round. Any wounds he receives appear to immediately fester and then the putrefied flesh rapidly closes over the wound. The mass of corruption that is his skin shifts with each blow, as yielding as water, accounting for his high Armor Class.

Anyone successfully striking the Hound in melee must make a successful saving throw vs. breath weapon or be splattered by his oozing blood which burns like molten copper. This hot liquid inflicts 1d8 points of heat damage per round until wiped off.

Kezef can only be hit by magical weapons of +3 or better enchantment. He is totally immune to poison, *hold*, *fear*, or *charm* spells, illusions, psionics, and death magic. His magic resistance drops to 40% when battling demipowers, and 20% when battling powers of greater stature.

The Chaos Hound can *plane shift* between planes or *teleport without error* within a plane at will.

Kezef becomes insubstantial as a ghost when he runs, and in this state he can move at a nearly limitless speed over any terrain. For example, it took him one hour to travel Kelemvor's path for four years of life. In this noncorporeal form, all that can be perceived of him is a ghostly blur that leaves a lingering scent of decay and a vague dread of darkened corners and howling in the night. When the Chaos Hound slows down, he becomes substantial once again and uses the movement rate listed above, although he can still travel over any terrain as if running on air. If he chooses, he can hide invisibly at will, leaving only a sense of being watched by some creeping thing with an evil laugh and noxious scent.

When the Chaos Hound hunts a particular soul, he can immediately transport himself to the site of the sought being's birth (through *plane shift* and *teleport without error*). While on the hunt, he howls madly and is as infallible a tracker as Gwaeron Windstrom. Unlike the Master of Tracking, he tracks by lingering traces of emotional scent that may be years or even centuries old. Due to Kezef's astounding senses, no living creature can hide once he picks up its trail. The Chaos Hound can fully reconstruct every step of a being's life from the emotional echoes that remain in its path.

Kezef can only be truly slain by mortals or powers under conditions similar to those required to slay a demipower. Otherwise he always reforms in Pandemonium after a week, free to hunt again.

Habitat/Society: Kezef is a unique being who roams the Outer Planes hunting the Faithful and chasing Mask. He relishes the scent of hatred, and sometimes pauses and becomes substantial in order to savor a particularly juicy emotional scent. He is nauseated by the scent of cloying, reckless happiness. In his wake he leaves screaming nightmares particularly cherished by Dendar the Night Serpent.

Ecology: Souls and spirits are incredibly hardy. Only the hand of a deity, an elder, eternal evil such as the Chaos Hound, or a place of indescribable corruption such as the River Slith can truly destroy them. Kezef survives by raiding the planes and preying on the spirit-substance of the Faithful. He has no taste for the Faithless or the False and is sickened by the taste of the unripened spirits of the still-living.

When Kezef destroys one of the Faithful, the maggots which make up his pelt swarm away from his jet-boned skeleton to devour the corpse. The gorged creatures then mill slowly over Kezef's body, making him appear bloated. Any of the Faithful who are eaten in this fashion are forever and truly destroyed, beyond even the recall of the powers. ❑

Kezef, the Chaos Hound

CLIMATE/TERRAIN:	Outer Planes & Prime Material Plane
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	The Faithful (spirits, petitioners)
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	–6
MOVEMENT:	36
HIT DICE:	26 (208 hit points)
THAC0:	–7
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1d20+10
SPECIAL ATTACKS:	Always wins initiative, acid spittle, acid breath, maggot swarm
SPECIAL DEFENSES:	Howl, burning blood, +3 or better magical weapons to hit, regenerates 5 hit points/round, immune to poison, *hold*, *fear*, or *charm* spells, illusions, psionics, and *death* magic
MAGIC RESISTANCE:	70%
SIZE:	H (15' long)
MORALE:	Fearless (20)
XP VALUE:	34,000

A World of Your Own

More things than are dreamt of, part 2

by Roger E. Moore

In the last issue here, one Dungeon Master created an original AD&D® campaign partially based upon a TSR product, the HR4 *A Mighty Fortress* campaign sourcebook. Eileen, our DM of the month, introduced enough new material to HR4 to place her personal stamp clearly over the final result: a magical Elizabethan England.

This installment covers some of the resources that could be used to expand the HR4 setting into the result seen in the last issue. We also look at a few other ways the HR4 setting could have been developed and used. This issue becomes more important in a later installment of this column when we will look at creating highly variant versions of "official" campaigns, such as the WORLD OF GREYHAWK®, DRAGONLANCE®, or FORGOTTEN REALMS® settings.

First, however, a few thoughts on research.

About 14 years ago, POLYHEDRON® Newszine published an article called "Research is not a dirty word." In it, Kim Eastland pointed out that research goes quicker than you think if you know where to find good resources. He went on to list some outstanding books that could add immeasurably to many fantasy RPG campaigns.

If you take time to look for campaign ideas in a library or bookstore, you tap into an incredible wealth of creative material. Anyone can create an original and exciting AD&D campaign world with just a little time and trouble. The good side for the DM is that doing the research can be as much fun as running the game itself. You just have to know when to call it quits. You want to expand the options of your campaign as much as possible without micromanaging it to death from the start.

Adding More History

A reasonable knowledge of English and world history is necessary for Eileen to flesh out and operate her campaign. Her players don't need to know *all* the details of who was who and what was what during Elizabethan times (they can look it up if they want), but the more familiar Eileen is with this period, the better her campaign will flow and the more confident she will be during play in fielding questions.

It helps to know, for instance, that the New World of the Americas has been known to England for only the last 50 years or so when the campaign starts in A.D. 1550. Little of these lands have been explored. The Iroquois Confederacy will not run into European nations until 1600 or so, so (unless history is changed a bit) no Mohawks could be brought to England before then. Science has not yet uncovered dinosaurs or cavemen; most people still believe in the Garden of Eden, speaking of "antediluvian times" (before the Biblical Flood) when they mean prehistoric periods. That the Earth is round is also common knowledge; any sailor knows this.

Gorton Carruth's *What Happened When* gives a thorough overview of early American times. Another resource Eileen could use for New World adventures would be volume 1 of Samuel Eliot Morison's *Oxford History of the American People*. More specific books should be examined for information on things like the Roanoke colony of Sir Walter Raleigh, life in a Spanish fort on Hispaniola, or the Portuguese colonies on the Azores. Could Celtic Christians from Ireland have reached America in A.D. 850? When did the Plains Indians get horses, and how? What was early Bermuda like? Historical magazines like *American Heritage* and detailed encyclopedias in libraries are especially worthwhile for starters.

Just as important is Eileen's familiarity with the mundane details of daily life in England from 1550 to 1600, supplemented with short handouts giving historical details for her adventures. Knowing the "character's-eye view" helps loads in getting players in the mood. One minor but sticky detail, for instance, is that tea was little known in England during this time, so PCs can't really have tea with the Queen (as an earlier installment of this column implied!) until after 1600. What is life like in a university town like Oxford or Cambridge? How did the streets of London look, sound, and smell to visitors? What was Elizabeth's palace like, or Shakespeare's home? Back to the library she goes.

Clothing and uniforms of the period are described in a large number of inexpensive, profusely illustrated, and easy-reading books by Osprey Military in its Men-At-Arms and Elite series. Racks of these large, white paperback books stand in almost every hobby store in America. The 16th- and 17th-century offerings cover the conquistadors, Henry VIII's army, the Armada Campaign of 1588, forces involved in the Thirty Years War and English Civil War (infantry and cavalry), soldiers in the Irish Wars, Polish armies, Landsknechts, the Ottoman Turks, Mughul India, and samurai—more than enough for Eileen's campaign needs.

Adding New Lands

Some lands that we know to have been mythical are quite real in Eileen's world, though their presence has not greatly affected world history. Most of these places were discovered after 1400, and they are now taken for granted. Researching such legendary places and making them "real" is an enjoyable task for Eileen.

For instance, Antilia, a rectangular island reputed to be the home of Iberian Christians expelled by the Moors in the 8th century, is placed just west of the Azores in Eileen's world, rising from the Mid-Atlantic Ridge. Maps of Antilia (or Antillia) appear in J. B. Post's *An Atlas of Fantasy*, but were originally from Samuel Eliot Morison's *The European Discovery of America*. The Isle of Brazil, described in L. Sprague de Camp's *Lost Continents*, was rumored to be home to a wizard and giant rabbits.

Other resources here include *The Dictionary of Imaginary Places*, by Alberto Manguel and Gianni Guadalupi; *The Dictionary of Mythical Places*, by Robin Palmer; *Curious Myths of the Middle Ages*, by S. Baring-Gould (Eileen has to get this one from the recesses of a major library, as it was published in 1881), and *No Longer on the Map: Discovering Places that Never*

Were, by Raymond H. Ramsay. The Atlantic will become slightly crowded with new islands. California, Eileen learns, was once thought to be an island, too. Perhaps in her world it really is. Europe itself could undergo slight changes, such as adding the legendary Breton city of Ker-Ys; Africa gains the kingdom of Prester John.

Beyond the addition of imaginary lands, Eileen wants to keep a focus on the real world as it existed in 1550. There were nations then which are now forgotten, and national boundaries that don't resemble modern ones at all. *The Anchor Atlas of World History* (in two paperback volumes) is extremely useful, as it shows how borders shifted over time through warfare. The *Atlas of Warfare* (Richard Natkiel and John Pimlott) clarifies much on the battle of the Spanish Armada, should heroes become involved in it. Another resource is *The Penguin Atlas of North American History*, by Colin McEvedy, obviously useful for the New World. Encyclopedia entries and historical magazines are again useful here.

Adding More Technology

Technology and magic are competitors for getting things done in Eileen's world, though sometimes the two are combined for creating rare and especially powerful devices. Consider the possibilities of magical telescopes, eyeglasses, printing presses, iron smelting plants, compasses, astrolabes, abacuses, adding machines, slide rules, acids, watches, portable clocks, sundials, paving stones, stagecoaches, gunpowder, bullets, rifles, pistols, micrometers, thermometers, air pumps, cannon, cannonballs, waterwheels, windmills, stone bridges, postal delivery systems, water pipelines, canals and canal locks, dikes, oared galleys, full-rigged galleons, and carracks, not to mention the usual swords, daggers, shields, rings, etc. What of all the marvelous things dreamed of by Leonardo da Vinci? Galileo lived during Elizabethan times, as did Francis Bacon. What if *they* knew of magic—and used it?

Books on the technological achievements of Elizabethan and earlier or later times are plentiful. Among the good, easy-reading ones are L. Sprague de Camp's *The Ancient Engineers*, Frances and Joseph Gies' *Cathedral, Forge, and Waterwheel: Technology and Invention in the Middle Ages*, and Derry and Williams' *A Short History of Technology*. Even the current *World Almanac and Book of Facts* fills in much of the technology, real and potential, of the time. As noted last month, Eileen's world has slightly more advanced technology than our own world did at that time. (Perhaps secret societies of wizards, technologists, and crazed eccentrics are responsible.)

In addition, the pure and applied physical sciences leaped ahead: mathematics, hydraulics, astronomy, architecture, surveying, anatomy, optics, ballistics, aeronautics (gliders!), cartography, botany, geometry, bacterial theory, and so forth were growing rapidly. How will these sciences interact with wizardry?

Adding New Monsters & Peoples

Eileen's monsters are picked from bestiaries common to the time. Some of the books she finds in the library and local bookstores include *The Elizabethan Zoo*, *A Dictionary of Fabulous Beasts*, *The Book of Beasts* (translated by T. H. White), and C. J. S. Thompson's *The Mystery and Lore of Monsters*. The last one reveals the interest during this time in humans born with odd deformities, such as giants, dwarfs, people with three legs, etc. Certain Greek and Roman monsters are borrowed in limited numbers from mythology books (no big centaur herds roam the steppes).

Normal animals exist, of course, among them a few magical ones that can talk or perform other unexpected actions. For example, there are normal lions as well as "lyons" that share the bizarre characteristics attributed to lions by the bestiaries. Big monsters are very rare but dramatic: dragons, sea monsters, etc.

And then there are the faeries. Eileen draws heavily upon books like Katharine Briggs' *Encyclopedia of Fairies*, Jorge Luis Borges' *Book of Imaginary Beings*, Robert Kirk's *The Secret Commonwealth of Elves, Fauns and Fairies*, and Thomas Keightley's *Fairy Mythology* (recently republished as *The World Guide to Gnomes, Fairies, Elves and Other Little People*). Robert Kirk's book is especially useful as it is so old; Kirk died in 1692, so his faeries are very close in time to the Elizabethan ones. *Russian Fairy Tales*, collected by Aleksandr Afanas'ev, has much Russian material dating from the Elizabethan period, including Baba Yaga and her magical hut—good luck to the PCs! Creatures from Shakespeare ("A Midsummer Night's Dream," "The Tempest," etc.) and Christopher Marlowe ("The Tragedy of Doctor Faustus") are available as well. Perhaps Doctor Faustus was a real person. . . .

Drawing From Odds & Ends

In addition to the above, Eileen can draw upon movie videos, picture books, TV shows, historical romance novels, fantasy and science-fiction novels, and role-playing materials from TSR and other companies to flesh out her Elizabethan world.

• The AD&D PLAYER'S OPTION™ *Combat & Tactics* book has an excellent rules expansion on gunpowder weapons.

• Chaosium's *Call of Cthulhu* game has the *Strange Eons* (*Strange Aeons* in Great Britain) supplement which offers adventures set during the Spanish Inquisition (1597) and the end of Elizabethan England (1603).

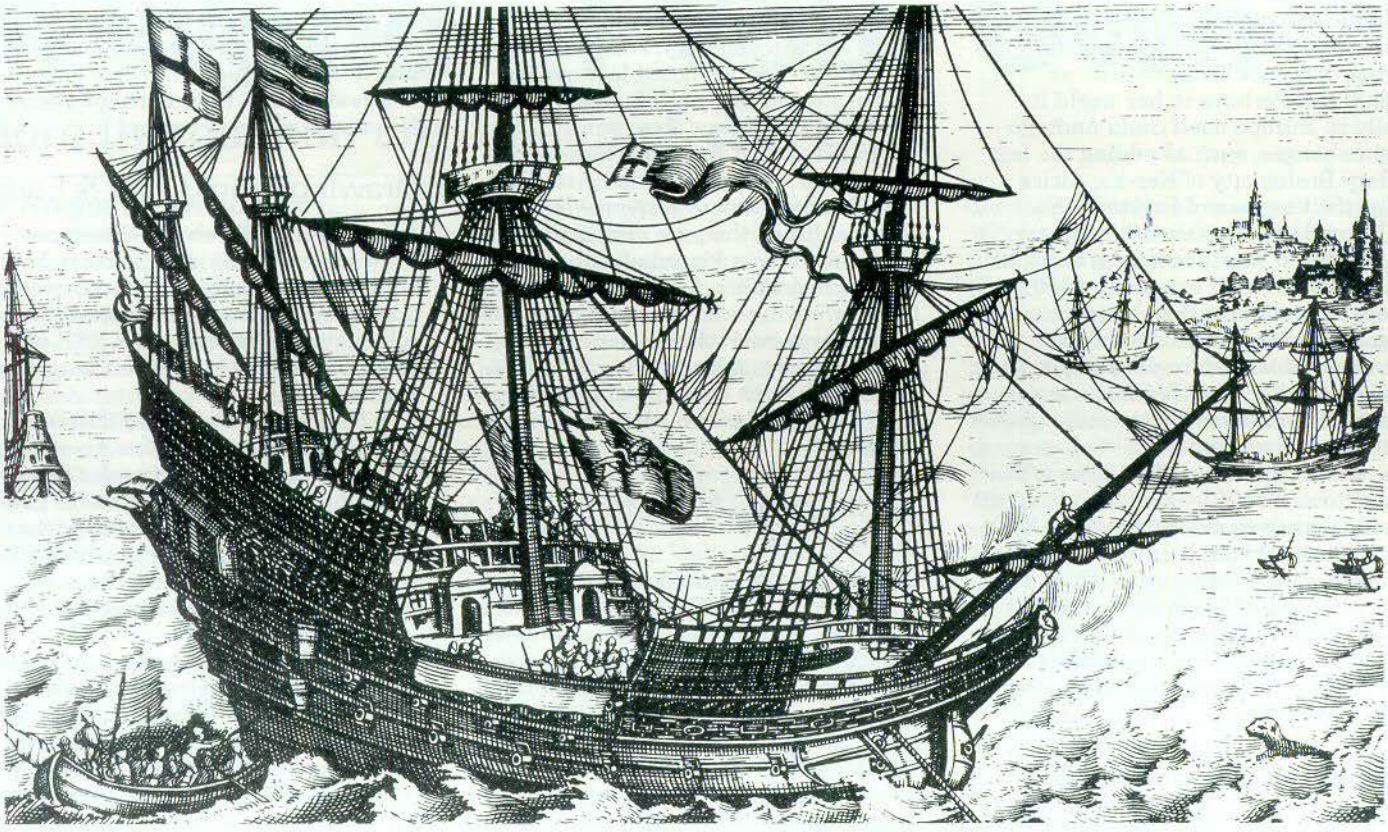
• The *Lace & Steel* game, from the Australian Games Group, reveals another world, Mittelmarch, in which humans, satyrs, harpies, and centaurs live in condition similar to those in 1640 in Europe. (The game was described in the editorial for DRAGON® Magazine issue #177.) Eileen may wish to borrow materials from this game for hers.

• A number of fantasy and alternate-history science-fiction novels cover the period from 1500 to 1700 or so, offering many ideas for world creation. Melissa Scott and Lisa Barnett's *Armor of Light* is of special interest here as it is set during Elizabeth I's reign. In addition, there are Melinda Snodgrass's *Queen's Gambit Declined*, John Brunner's *Times Without Number*, Keith Roberts's *Pavane*, Phyllis Eisenstein's *Shadow of Earth*, Poul Anderson's *A Midsummer Tempest*, and Orson Scott Card's *Seventh Son* and other Alvin Maker novels.

Short fiction along this line includes A. Attanasio's "Ink from the New Moon," L. Sprague de Camp's "The Round-Eyed Barbarians," and Robert Silverberg's "Looking for the Fountain," anthologized in *What Might Have Been: Volume 4, Alternate Americas*, edited by Gregory Benford and Martin H. Greenberg.

• Speculations about the consequences of a successful Roanoke colony in the New World appeared in POLYHEDRON Newszine issue #110 in "The Living Galaxy." Eileen could follow a similar path in her own campaign.

• A campaign using Sir Francis



Drake's voyage of discovery couldn't be hurt by using a scale model of his ship, the *Golden Hind*. Airfix makes a nice 1/72nd-scale version of this vessel.

• Jules Verne's *Journey to the Center of the Earth* brings up the possibility of an alchemist named Arne Saknussemm hiring some PCs to go cave-exploring with him in Iceland. Moreover, the Incas were supposed to have taken all their most valuable items and hidden them in vast underground caves, says *The People's Almanac*, by David Wallechinsky and Irving Wallace (page 691). Anyone for a really *big* dungeon crawl?

Eileen also has the option of playing videos of Shakespeare's plays as campaign extras for willing players. ("This is what your characters saw at the Globe Theatre.") Copies of artwork from Elizabethan times can be displayed during games in books or prints, a great idea if the art shows landscapes, street scenes, or personalities worked into an adventure. Music from the period can be playing softly in the background during game sessions. Eileen might (at the extreme) also call for a pot luck dinner to go with a game, selecting foods available during this period.

A last thought: How far should Eileen go in introducing Middle English into the game? A little bit goes a long way, perhaps. It is not difficult for Eileen to select a few dozen words and phrases common to the time and drop them into conversations, gradually increasing the number if the group enjoys speaking with "thees" and "thous" and crying out peculiar oaths when a sea monster appears. A book on Middle English would certainly be of help here.

Other Worlds Beyond

Eileen's modified version of HR4 is but one direction a historical campaign set on Earth could take. Given the period around 1600, a DM could set up a world in which the Americas do not exist, and the Atlantic and Pacific join to form an immense sea full of hundreds of islands (perhaps the larger islands lie where the Rocky Mountains would have been). The trade route to India and China would be clear, if very, very long!

If the light of Tycho's supernova of 1572 had carried a huge wave of cosmic radiation with it to the Earth, human and animal life might have perished. Perhaps then the elves and other "legendary" creatures would reclaim the world, letting most human areas revert to nature but keeping the traditions and appearance of the Elizabethan Age alive in their own way.

If the Spanish Armada had conquered England in 1588, a Europe unified under one church is possible. If this civilization was not friendly to the faerie world, an interesting campaign covering the resulting war between humans and nonhumans could be developed.

Japan of the 1500s could be developed along the lines of the old *Oriental Adventures* volume, complete with a few monsters, wu jen, and so forth. Using Japan in place of England as the campaign focus turns the world on its ear. What would explorers find if they ventured out into the Pacific?

Moving the campaign focus in England ahead a few decades could lead to a setting in 1650, with the cloud of the English Civil War hanging over all. Roundheads and cavaliers, with a touch of the fantastic—an interesting possibility for a creative DM.

Next month: We leave Earth behind and build another new world. ❑

Notes from HQ

News and Updates

WINTER FANTASY™ Convention

This year's WINTER FANTASY convention was a huge success for the Network, as well as for the attending companies and convention coordinators. Our objectives were to provide a forum for game masters to learn new secrets and tips, to give con coordinators the opportunity to make valuable contacts in the industry, and to ensure everyone had a great time. This year our attendance increased noticeably. Our World Builder seminars went very well; people came away from them with a better understanding of the games and took home some free product as well. The Network's new LIVING DEATH™ campaign was very popular; look for more of these events at the GEN CON® Game Fair this summer. LIVING CITY™ players had plenty to do with two new events, *The Stroke of Midnight* and *A Near Death Experience*, a special benefit session of *Housecleaning* on Friday at midnight, the LIVING CITY Interactive (hosted by Dan Donnelly)and beginning of the war, and the appointment of the new Lord Speaker of the Advisory Council (Sir Bennie Tallson, played by Jeff Levi). When war broke out, players rushed to the north walls to participate in a huge miniatures battle. For details on these stirring events, check out this issue's Trumpeter.

There were many winners at the convention, since we ran over 200 rounds of tournaments. Congratulations to all of them. We want to announce the following winners of special competitions:
Top Player: Randall Lemon
DM Dare Winner: David W. Baker
DM Champion (overall winner of the DM Invitational): Daniel S. Donnelly

Congratulations...
...to our new Regional Directors:
Sherrie Miller, *North Carolina*
John Harnes, *New Jersey*
Chris McGuigan, *Northern California*
Cisco Lopez-Fresquet, *Internet*

Regional Directors work very hard to support conventions by arranging judges and filing paperwork, all on their own time and money. They also help members in their regions to find other gamers and clubs. Your RDs are a valuable resource; use them when you can, and thank them for being there for you. We'll post an updated list in an upcoming issue of the Newszine.

GEN CON Game Fair Slot Zeros

The task of finding LIVING CITY judges for the Game Fair is difficult, but this year we want to make it easy. We are looking for a small number of groups whose members will register to judge all three slots of one of the LIVING CITY events we are offering. If you can coordinate such a group, we would like you to gather six local LIVING CITY judges who are going to the Game Fair and contact HQ with their names. If you cannot find six judges, contact HQ and we will see if we can find the remaining ones for you.

Each member of the group must register for the Game Fair by June 1st and sign up to judge all three slots of the LIVING CITY event in question. Once we have the full number of groups lined up, we will schedule a slot zero for the group coordinators. They will then run the slot zero for the group. You can be a member of more than one of these groups, but then you must commit to judging all three slots of two (or three) events.

Group members may run slot zeros of the event for judges of other Game Fair events once they have played the slot zero themselves. These must be arranged in advance and requested in writing, as with other slot zeroes.

Contact HQ as soon as possible if you want to be involved in this program.

New Tournament Request Policies

We want to thank all the members who gave us feedback on the proposed tournament fees policy. This official policy, influenced by member input, supersedes any previously published policy on tournament fees. We hope that it allows more conventions to offer Network events.

The deadlines and fees for submitting Tournament Request Forms (TRF) are as follows:

- Conventions which submit new events for premier at their show must get the TRF into HQ **six months** before the convention date. Conventions sending requests after the six month deadline will not be given premiere events. The fees are still $10 per round. Rare exceptions may be made, but these must be worked out in advance with HQ.
- Conventions requesting events from the tournament library must get the TRF to HQ four months before the date of the convention. The fees are $10 per round. Late requests will be assessed a penalty fee: $10 per day of the convention for each month the request is late. For example, a three-day con making a request three months before their show (one month late) will incur an additional $30 in late fees. The same show requesting events two months before the con would be assessed $60 in late fees. We will not consider any requests received later than six weeks before the show. Fees double for cons with a record of submitting late requests.

Game Fair Schedule Changes

The following changes have been made to the Network tournament schedule for the Game Fair. They are incorporated into the Judge Form on this issue's mailer:
AD&D® Benefit in slot 4 has been cancelled;
AD&D Benefit in slot 11 has been moved to slot 10;
AD&D LIVING CITY Feature in slot 4 has been cancelled;
Rolemaster Feature in slot 1 has been cancelled;
Rolemaster Feature first round has been added in slot 6.

Expansion of "Flexible Six"

No, this is not anything kinky. We have decided to expand the "flexible six" policy on LIVING CITY table sizes to LIVING JUNGLE™ and LIVING DEATH. This means that tables of all three event types may have up to seven players if necessary. Coordinators should try as much as possible to keep the tables to six players.

A Sneak Peek at t
Gen Con® Gan

The Network is proud to support the Game Fair with spectacular events and seminars. This year, we give you a sneak peek at our events, before the pre-reg book comes out. This is informational only; you must use the forms in the pre-reg book to register for events.

AD&D® Open
three-round team elimination
"Seven More Parts" by Skip and Penny Williams. *The Rod of Seven Parts* has appeared and is causing havoc. So is the Queen of Chaos. You must solve these problems and more. Arena Gathering Area S. TH: 02, 03, 04, FR: 06, 07, 08, SA 10, Semi Final: 11, 12, Final: 13

Meet Our Guests of Honor

William Connors
Designer of the* Masque of the Red Death *campaign setting
(Bats R/Throws R/Infield)
Bill has worked as a freelance designer for companies like GDW, TSR, IBM (honest), and several other firms with three-letter names. In 1989 he accepted a staff position at TSR and soon settled into a comfortable role as one of the Kargat who oversee the Ravenloft® line. He has ascended the ranks to become TSR's senior designer, a position equal in merit to being the smartest guy in the Elks Club. His credits include most of the Monstrous Compendium® accessories, *Van Richten's Guide to Ghosts*, Dragonlance®: Fifth Age™, and *Masque of the Red Death* campaign setting.

He is married to an amazing woman named Kathryn and has two sons, Chris and Patrick. His interests include baseball, astronomy, baseball, old time radio shows, and baseball. He is also an avid baseball fan.

Lou Prosperi
Earthdawn *line developer*
Lou Prosperi got his start in the gaming industry the old-fashioned way: by working for free! Playtesting and running convention demos introduced Lou to the wonderful world of the gaming industry, where he's been for the last several years. After a brief stint working in-house at Mayfair Games, Lou moved on to freelance writing, and eventually joined FASA Corporation as the *Earthdawn* Line Developer, a position he's held for the past three years. Beyond his work on *Earthdawn*, Lou's freelance writing and design credits include projects for Mayfair Games' *DC Heroes* Second Edition and *Chill* Second Edition, West End Games' *TORG* and *Star Wars* lines, and TSR's Dark Sun® and Greyhawk® lines.

AD&D Feature
three-round elimination
"Thieves' Gambit" by A. Karl Larsen and Joseph G. Wichman. A mission to guard some guild representatives turns into a desperate struggle for survival. Arena Gathering Area H. TH: 01, 04, FR: 06, 08, Semi Final: 09, 10, Final: 12.

AD&D Rats, two-round elimination
"Rats Forever" by Kevin Melka. Join the crew of RATS for their final adventure as they attempt to restore life to one of Greyhawk's greatest legends--Tenser the Mage! Arena Gathering Area Q. TH: 02, FR: 06, 07, Final: 11, 13.

AD&D Masters, two-round elimination
"Ghost Story" by Joyce and Curtis Rauschenberger. Old Castle Winfield fell into the sea 500 years ago, but its legacy lives on. *Members only, 3rd level and up.* Triple XP. Arena Gathering Area N. TH: 03, FR: 07, 08, SA: 09, Final: 11, 13.

AD&D Ravenloft® Game
"Cry Little Sister" by Brandon G. Amancio. The death of a comrade leads to boring guard duty in a provincial town where strange occurrences catch you unawares. Arena Gathering Area D. TH: 01, 04, FR: 07, SA: 11, SU: 13.

AD&D Grand Masters
"Slaves of Justhaven" by Scott Douglas and Craig Petillo. Last year, you found yourselves in the sewers on a forced quest. Now, you've discovered a secret slave trade. *Members only, 5th level and up.* Quadruple XP. Arena Gathering Area P. FR: 08, SA: 10.

AD&D Paragon
"The Winds of Change" by Brett and Cyndi Bakke. Sioux legends speak of a time when the wind god passed on his nature to his children. Can you claim the heritage of the wind? *Members only, 7th level and up.* Quintuple XP. Arena Gathering Area P. TH: 02, SA: 09.

AD&D Birthright™ Benefit
"There is a Tide" by Robert Wiese. Family trouble and human nature lead to wickedness in Berhagen. Can you sort out this tangle and discover the truth? *Open to all.* Double XP. Arena Gathering Area D. TH: 02, 03, FR: 08, SA: 09, 10, 12.

AD&D Network Clubs
two-round team elimination
"Votan's Fire" by Death Warmed Over. An ancient god and a volcano figure too prominently in the lives of your clansmen. *Network clubs only.* Arena Gathering Area K. TH: 04, FR: 08, Final: 12, 13.

Special Network Events

Members Meeting
Wednesday 7 pm
Hyatt Regency Ballroom
RPGA Network Free-For-All
Friday 8:30 am
Hyatt Regency Ballroom east
Living City™ Interactive
Saturday Noon to 8 pm
Hyatt Regency Ballroom east
Masque of the Red Death Ball
Saturday 10 pm
Hyatt Regency Ballroom east
Awards Ceremony
Sunday 1:00 pm
Plankinton Theatre

AD&D Living City Benefit
"Destrider's Despair" by David Kelly. Are the thefts of paladins' warhorses related to the ongoing conflict? PC paladins might acquire warhorses during this event. Double XP. Arena Gathering Area B. TH: 03, FR: 07, SU: 13.

AD&D Living City Feature
"The Orcslayer Scroll" by David W. Baker. The temple of Tempus wants you to escort some dignitaries to Tantras. Shouldn't you be fighting the enemy instead? *Members only.* Arena Gathering Area B. TH: 01, FR: 08, SA: 12.

AD&D Living City Game Fair Exclusive
"A Wish for Temptation" by Glen R. Goodwin. The enemy gears up for a major assault, and you are sent to spy out the situation. This tournament will not play at any other convention. *Members only.* Arena Gathering Area B. TH: 02, FR: 06, SA: 09.

AD&D Living Death™ Enigma
"The Lost Valley" by John Rateliff. An artifact from the past hints at a hidden settlement where one should not exist. Low-level Living Death heroes. *Members only.* Arena Gathering Area L. TH: 03, FR: 08, SA: 11, SU: 13.

AD&D Living Death Feature
"London's Foggy Streets" by Gary Labrecque. Finding yourself in London, you are asked to investigate the matter of a girl's disappearance. Why is the White Rose interested in this girl? Low-level Living Death heroes.

ne Network's 1996 ne Fair Events

Members only. Arena Gathering Area L. TH: 02, FR: 07, SA: 10, 12.

AD&D Living Jungle™ Challenge
"Thunder Lizard" by Tom Prusa. Bi-annual contests of skill call you to the plains, where you confront the legend of the thunder lizard. Mid-level Living Jungle Heroes. *Members only.* Arena Gathering Area F. TH: 03, FR: 07, SA: 09, 12.

AD&D Living Jungle Feature
"The Curse of Fire Mountain" by John Ireland. Big Chief Bagoomba has brought another curse upon his people, and he needs the help of brave heroes to save his village (and his own life). Low-level Living Jungle heroes. *Members only.* Arena Gathering Area F. TH: 01, FR: 06, SA: 11, SU: 13.

Dragonlance®: Fifth Age™ Special
"Dragons of Terror" by Steve Miller. The gods surrendered your world to an "age of mortals," yet dragons still rule. Now you must discover why ogres are fleeing Blode. This event previews TSR's new Saga™ game system and takes the Dragonlance setting into a glorious new chapter. Arena Gathering Area E. TH: 03, FR: 06. SA: 10, 12, SU: 13.

***Ars Magica* Feature**
"A Horse is a Horse, of Course" by Sheldon Menery. A stolen horse leads to interesting discoveries. Our first-ever *Ars Magica* event. Arena Gathering Area PP. FR; 07, SA: 10.

***Amber* Feature**
"The Trump Gallery" by Erick Wujcik. Trumps are not working right; they are driving people insane. You must discover why, and soon. Arena Gathering Area J. TH: 03, FR: 08, SA: 10.

***Masterbook: Bloodshadows* Feature**
"Death Before Deception" by Brandon G. Amancio. The bombshell who just came through the door wants you to find her kidnapped father. Easy task, or quick trip to the flesh mill? Arena Gathering Area PP. FR: 08, SA: 12.

***Call of Cthulhu* Feature**
"The Eternal City" by Jeff Kennedy. Rome, seat of emperors, popes, and kings, emanates with an ancient evil. Arena Gathering Area A. TH: 02, FR: 06, SA: 10, 12.

***Earthdawn: Threads of Legend* Feature**
"The Map Maker's Riddle" by Drew Caldwell. Build your hero's legend as you play in successive convention events. The map maker's riddles which may lead to treasure. Then again, ... Deep Labyrinth Gathering Area. FR: 05, SA: 09.

***Paranoia* Feature**
"Flee Market" by Donald J. Bingle. Gull-I-VER-6, your mentor, has sent you to the Flee Market. Will you survive, or will the Computer terminate you for treason? Arena Gathering Area J. TH: 01, FR: 07, SA: 12.

***Rolemaster* Feature**
three-round team elimination
"The Mask of Destiny" by ICE Staff. The evil warlord is gone and you are ready to reclaim your heritage. Arena Gathering Area T. TH: 02, 03, 04, FR: 06, Semi Final: 08, 09, Final: 11.

***Shadowrun* Virtual Seattle Feature**
"A Late Night's Shopping" by Geoff Skellams. Hit the mall, extract the package. An easy run, and the Johnson's creds are flowing freely. Time to install eyes in the back of your head. Arena Gathering Area J. TH: 04, FR: 06, SA: 09, 11.

***Star Wars* Feature**
"Alliance Training Mission #3" by Lisa Reinke and Rex Polley. Establishing a transmitter site on an uninhabited world should be easy. So why do you have a bad feeling about it? Arena Gathering Area A. TH: 03, SA: 11, SU: 13

***Underground* Feature**
"Putting the Casual Back in Casualty" by Doug Tabb. In 2021, you can get sniped just about anywhere, but it takes a real unhappy boy to express his displeasure with this much overkill. Standard XP. Arena Gathering Area PP. Th: 02, 04, SA: 11.

Seminars

What is the RPGA® Network?
Come learn what the Network is about, and what makes it the best roleplaying club in the world. Discuss programs we might offer and suggest ideas of your own. TH: 02B, FR: 06.

Practical Tournament Writing
A workshop to really help you write tournaments. Bring an outline to be discussed in the group. Get advice on taking your designs to a new level. Robert Wiese, Wes Nicholson, Tom Prusa. FR: 06B.

Welcome to Ravens Bluff!
Come learn about the most popular tournament campaign in the world. Newcomers and veteran Ravens Bluff players will learn something about our fair city. TH: 04A.

A Tour of Malatra
Living Jungle™ experts will be on hand to answer your questions about this setting, and characters may trade items during the last part of the session. FR: 08A.

A Taste of the Living Death™
The Network's newest and most exciting Living campaign comes alive as you learn secrets of where the campaign is going and how you can be involved. Meet Network Guest Bill Connors. SA: 12A.

Meet Lou Prosperi
Don't miss this opportunity to speak with one of the hottest designers in the industry. Network Guest of Honor Lou Prosperi answers your questions. SA: 11B

Players Fight Back and Win
Stephanie Itchkawich presents a guide for basic problem solving skills for players. Survive, evade, resist, escape, even the worst your GM has to offer. TH: 01B.

Conflict Resolution and Stress
Finally! The means for designing multi-level challenges for players within a scenario. Stimulate character growth and movement in play. Stephanie Itchkawich. FR: 05B.

Tackling the Unmentionables
Stephanie Itchkawich discusses religion, relationships, and politics in roleplaying. Learn responsible and interesting ways to include sensitive subjects in campaign play. SA: 09B.

RPG Design 1: The Groundwork
Learn to evaluate the market and turn an idea into something that will sell. Erick Wujcik brings his experience with *Amber Diceless Roleplaying Game* to show you what makes a good game idea. TH: 01A.

RPG Design 2: The Nuts and Bolts
Erick Wujcik discusses details of how to design a roleplaying game, including character creation, combat systems, magic and technology, and more. FR: 05A.

RPG Design 3: The Execution
The differences between designing the game and writing the books are considered in the final Erick Wujcik RPG Design talk. SA: 09A

Computers 2046 A.D.
Erick Wujcik looks at the future of computers over the next 50 years. Cutting edge theories and strategies will be examined. SU: 13A.

The Ravens Bluff Trumpeter

SOCIETY NEWS

It was against a backdrop of tragedy that this year's Winter Festival occurred. The Festival began on a high note, but vicious unprovoked attacks by pirates and other cutthroats, and the deaths of so many of our fair city's valiant defenders, has made this festival one which none of us are likely ever to forget.

The festival opened with the appointment of Belanor Fenmarel (played by Mike Capps of NC) to the post of Deputy Mayor. The new Deputy Mayor was introduced to the city by the most junior of the Golden Rooster knights, Lorien Keltree Darkarrow (played by Dan Donnelly of GA). Belanor expressed his love for the city, and swore to uphold its honor.

This gala event was followed later in the festival by the much-awaited wedding of Lord Charles Blacktree IV and Lady Katherine Marie Moorland. When the moment came (I was in the front row, having called in a long-standing debt from Melissa) and the happy couple took their places before Melissa Eldarin (played by Jim Alan of OH), an unknown guardsman (cameo by Jay Tummelson of IL) broke into the ceremony screaming "The city has been attacked!! Zhents are mounting a charge, and they're heading for the East Wall!"

Guests quickly scattered as knights, soldiers, and adventurers headed for the wall to defend the city. Lord Blacktree, answering the call to duty, kissed his bride-to-be and rushed off. Incensed by the insult to Lady Katherine's honor, Rooster Knight Lorien Darkarrow later approached Lord Blacktree in the thick of the fighting and challenged him to a duel. Blacktree did himself no dishonor by refusing to fight the young Hotspur, for surely the young knight would have died on Blacktree's blade. Darkarrow's words must have stung the General, however, for during a respite in the fighting, he sought out his lady love so that they be married that day. Her actions precipitated, perhaps, by the embarrassment he had caused her, she flatly refused him. Shocked by her refusal, Blacktree returned to the fighting, promising that they would talk later. Thinking quickly, Belanor stepped in and offered himself to Lady Katherine. Perhaps out of sheer spite, she agreed to his proposal, and married him before the startled remnants of the wedding party.

It seems to me that Lady Katherine has too much sense to ally herself with Deputy Mayor Fife under normal circumstances. What strange magic induced Lady Katherine to spurn the man she loved and marry another? I fear that this marriage will end in ruin.

As if this was not enough, Melissa Eldarin announced that she must honor her vow to seek out an Archdruid in order to serve her faith, despite her desire to remain and serve the city in its time of great need.

What is happening to us? Have we angered some immortal power, who now exacts his revenge by bringing woe to our city? As I sit in the gaily decorated hall where the happy couple was to be married, I hear the sounds of fighting at the walls nearby and wonder, what is to become of us?

Column written by Wayne S. Melnick of FL. If you have any news about Living City player characters you think worthy of needs to be shared, feel free to contact Wayne either care of TSR or directly by e-mail at "Cateyes01@aol.com".

BELGARD'S STAND FALLS

In a clever and vicious assault, the mercenary army which Ravens Bluff's military commanders thought was heading south has turned and taken Belgard's Stand, also known as "The Stand," the northern city fortification which defended itself so well in the initial attack. Fighting at the fort was short and bloody. The mercenaries coordinated their infantry assaults with attacks launched by several spellcasters. The onslaught of men and magic was too much for the defenders to resist, and the fort fell within half an hour. After the mercenaries defeated the garrison, they brought up catapults and systematically destroyed the fort. No one knows the fate of the soldiers in the fort. No bodies were found among the wreckage, and the reinforcement company of cavalry arrived to see only the retreating backs of the enemy far in the distance.

"This is a serious blow to the defenses of the city," Lord Blacktree reported to the Council of Lords. "We have lost the means by which we received advance warning of any attack from the north. Whoever is behind these attacks knows exactly what he is doing. We have no choice but to send troops to reinforce the northern line and conduct patrols in that area, even though it will deplete our strength elsewhere. And we must deny our enemy the initiative in these attacks. The only way we can prevent him from attacking when and where he chooses is to take whatever troops we can and form a reserve that can be used to thwart attacks against the city. If we do not do this, we are leaving ourselves open to an attack which we cannot defeat."

The Council has taken Lord Blacktree's recommendations under advisement, but they have not yet made a decision. Trumpeter reporters *have* learned that troops were dispatched to guard the northern approaches, but as of yet, no troops have been recalled to form any reserve.

POLYHEDRON® Newszine

Convention Announcement Form

Send this form at least six months before your convention. Type or Print.

I would like to place the following advertisement in the Newszine. I understand this is a membership service and there is no charge. I also understand the Network reserves the right to edit my advertisement. Write one character on each line below. Leave the line blank if a space is desired.

Convention Name: _____ **(Max. 35 Characters)**

When: _____ **(Max. 15 Characters)**

How Much: _____ **(Max. 25 Characters)**

Where: _____ **(Max. 40 Characters)**

What's Happening: _____

_____

_____ **(Max. 135 Characters)**

Who to Contact: _____

_____ **(Max. 50 Characters)** Network "Spotlight" conventions (those which place an RPGA® membership form in their onsite program) can use up to 300 characters in "What's Happening."

Convention Coordinator: _____

Tournament Coordinator: _____

Address: _____

Country: _____ **Postal Code:** _____

Day Phone: _____ **Evening Phone:** _____

Send this form at least six months before your event to: RPGA Network, 201 Sheridan Springs Road, Lake Geneva WI 53147
Early receipt of this form increases the likelihood of early placement.

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POLYHEDRON® Newszine

Classified Advertisement Form

Name: _____ **Network Membership No.:** _____

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Send this form to: RPGA® Network, 201 Sheridan Springs Road, Lake Geneva WI 53147

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Classifieds...

ILLINOIS: I'm a 23 year-old fantasy RPG GM/player looking for anyone interested in sharing GMing tips or discussing fantasy literature. Also, if you are in my area and are interested in laying, let me know. Write: Roy Penrod, 305 West Martin St, Grayville IL 62844

KENTUCKY: Attention Louisville area gamers! We're forming a Network gaming club and want your support. We want to do RPGs, live action, war games, and trading card games. Please contact VIGIL (Ventures in Gaming in Louisville), c/o Marsha White, 1935 Gardiner Lane, Apt F88, Louisville KY 40205–2836, or call (502) 366 9162 and ask for Barbara Chandler.

MARYLAND: I am a 16 year-old male looking to join a gaming group. I am interested in AD&D® settings, Middle Earth, and Warhammer, but I'm willing to learn other systems. I'm relatively new and want to play more. Please contact Ryan Gerhardt, 2934 Aspen Hill Rd., Baltimore MD 21234, phone (410) 882 2060.

MICHIGAN: A group of game masters are looking for players in the Oakland County area for RIFTS and AD&D (DRAGONLANCE® and FORGOTTEN REALMS® settings). If interested, call John or Phil at (810) 366 9455; if there is no answer, please leave a message.

NORTH CAROLINA: Charlotte/ Gastonia area people wanted to play Nuclear War card game and *GREYHAWK® Wars* board game. Contact Rick by email at gloaming@interpath.com or call (704) 824-7969.

OKLAHOMA: The Players' Guild of Central Oklahoma seeks interested gamers in the Oklahoma area. Currently in our sixth year, the PGCO emphasizes fun, cooperation, teamwork, and idea exchanges. Sound interesting? Send a SASE to: PGCO c/o John Foster, PO Box 75834, Oklahoma City OK 73147–5834. Web site: http://users.aol.com/JerandKar/PGCO/ index.html.

OKLAHOMA: Have you ever wished to see your budding writing talents in print? Now is your chance! "Networks" is a bi–monthly publication. A sample copy of "Networks" containing submission guidelines, ad rates, membership info, and more can be obtained online at : http://users.aol.com/JerandKar/PGCO/index.html, or by writing: Networks, c/o PGCO PO Box 75834, Oklahoma City OK 73147–5834 (please send $1.50 for postage and handling).

PENNSYLVANIA: I am a 15 yr old male looking to start an RPGA® Network sanctioned club. Club will play AD&D line of games. Beginners welcome! If interested, contact Sam Hopfinger, 55 Decatur Rd., Havertown PA 19083; phone/ fax (610) 446 3671; email Samatar@aol.com.

FOR SALE: 1st edition rulebooks – DMG (good), PHB (good), FF (good), MM (excellent), MM2 (good), OA (good), DDG (2nd printing–no Cthulhu, excellent), WSG (near mint), DSG (excellent), DLA (excellent), MoP (excellent +), UA (fair, completely intact and usable, includes errata). Wish to sell as a whole set, $175 (U.S.)/ $225 (Can). Will pay book rate Canada Post ground to any Canada/ U.S. destination. Also seeking players interested in setting up RPGA Network tournament in south Saskatchewan, eastern Montana, western North Dakota. (306) 949 8824, FAX (306) 775 1437, email Jim.MacKenzie@f222.n140.zl.fidonet.org or 1:140/222@fidonet, or 165 Coldwell Rd, Regina SK S4R 4K7 Canada.

FOR SALE/PBM: PLANESCAPE™ accessory *A Player's Primer to the Outlands* and FORGOTTEN REALMS accessory *City of Splendors*. Also interested in starting a PBM; if you are interested, contact: Iguana King Inc., 201 S. Elm St., Hartville MO, 65667.

FOR SALE: The original AD&D *Unearthed Arcana*. Like new. $25 ppd. Contact: Pam Smith, 2011 River Park Ct, Valrico FL 33594.

FOR SALE OR TRADE: SPELLFIRE® cards. I have a huge selection to choose from. Write or call for my want list. John Nichols, Rt 1 Box 175, Elk City OK 73644, phone (405) 225 7983.

CORRESPONDENTS WANTED: I'm a guy, I'm 32, and I'm looking for other mature gamers with which to correspond and exchange creative ideas. I've been a DM/ player for over 14 years in both the 1st and 2nd editions of the AD&D game, and I have only a little experience with other systems. Other related interests or topics of discussion include TV and movies, comics, sci-fi and fantasy lit, art, and models/ miniatures. Write William Sims, 3257 Gurley Ave., Gadsden AL 35903.

PEN PAL: Hello, my name is Corey LeMoine and I am 15 years old. I am interested in a pen pal. Anyone interested in fantasy please contact me at PO Box 196, Montgomery, LA 71454.

WANTED/ PEN PAL: I'm 21 yrs old and have just started playing AD&D. I am looking for the *Player's Handbook*, the *DUNGEON MASTER® Guide*, the PLAYER'S OPTION™ books, and the *DM™ Option: High–Level Campaigns* books. I'm also looking for pen pals if you wouldn't mind writing me. Contact: Michael Engebretson, #245523, Oshkosh Correctional Institution, PO Box 3310, Oshkosh WI 54903–3310.

HELP! Three months ago I purchased *Eye of the Beholder* for the Super NES. I've put in many hours on it since then, but I just cannot get past the third level. Any hints, clues, or mapped areas to get me moving further along would be great. Also looking for pen pals from all over. I'm 32 years old and have many interests and hobbies. Contact: Martin Meader, PO Box 606, Hartford VT 05047–0606.

PBM: Dragonslayers Unlimited is inviting all gamers around the country and around the world to join our play by mail gaming club. Our members are always looking for new and interesting games to play. For more information contact: Dragonslayers Unlimited, c/o Bill Brierton, 12420 Old Colony Drive, Upper Marlboro, MD 20772-5000.

PBM: Space Lords is a new play-by-mail game. We process turns 1–2 times per month. Costs: $5 startup fee (3 free turns), $1 per turn after first three. Contact: Space lords Inc, 11318 Franklin Blvd, Elk Grove CA 95758–9718.

ONTARIO, CANADA: Unlimited Adventures is a brand new gaming club in Southern Ontario. If you are an amateur writer, designer, or general RPG enthusiast with an interest in new gaming concepts, incredible adventures, and fantasy art and literature, we need your help! For more info, write: Editor, Unlimited Adventures, PO Box 108, Lucan ON, N0M 2J0, Canada. Please include a SASE so we can get back to you.

VERMONT: I am a 25 year old male AD&D player/GM seeking to join a gaming group or start a new one. I prefer the DRAGONLANCE setting, but I will play in any. Flexible schedule, can travel. Ages 18+, any experience level. Contact: Shawn Delaney, PO Box 463, Moretown VT 05660 0r call (802) 496 5834.

LEGENDS, the first and only Earthdawn APA is entering its second year and we're looking for new members. If you've got ideas, stories, articles or just an opinion about Earthdawn and would like to share your writing with others, send a SASE for more information to: Richard Tomasso, PO Box 1672, Merrimack NH 03054-1672.

TRAVELLER: Attention Traveller fans! Is there interest in fanzine devoted to rejuvenating original Traveller? Four issues for $10 a year would be packed with adventures, new races, skills, careers, planets, starships, weapons and equipment. Send SASE with comments and questions to: Jumpspace, 4900 Overland #237, Culver City, CA 90230.

Conventions

Featuring Network Sanctioned Tournaments

TECHCON IV
Date: Apr 10–12
Where: Chicago IL– Held at the Illinois Institute of Technology in Hermann Hall
What's Happening: RPGA® Network games, an *M:tG* tourney, and games from FASA, White Wolf, and West End.
Contact:: Robert Reichel at (312) 567 5270 or email at : org_gmg @harpo.acc.iit.edu.

DEMICON VII
Date: May 3–5 1996
Where: Des Moines IA
What's Happening: 24-hour gaming (the AD&D game, *M:tG, Killer, Australian Rails*, RPGA Network events), there will be costume contests, filking, writers workshops, miniature painting, and con suite.
Contact: ACI, 1304 Boyd St, Des Moines IA 50316; phone (515) 266 2358.

CONJURATION
Date: May 3–5
Where: Broken Arrow OK– Held at the Holiday Inn South.
Contact: Patricia Conner, 1825 E 16th St, Tulsa OK 74104; phone (918) 748 8332.

ROC OF AGES `96
Date: May 10–12 **Where:** Charlotte NC Held at the Sheraton Airport Plaza
What's Happening: Guests James Doohan, Gunnar Hansen, Barbra Leigh. *Earthdawn*, LIVING CITY, *Shadowrun, GURPS, Champions, M:tG*
Costs: $25 at the door.
Contact: ROA, 105 Honeywood Ct, Kissimmee FL 34743; (407) 344-3010

PENTECON VIII
Date: Apr 12–14 **Where:** Ithaca NY
What's Happening: Roleplaying (including RPGA Network games), card, board and miniatures games.
Preregistration: $7
Contact: Pentecon VIII, c/0 Peter D. Bajika, 105 Eastern Heights Dr., Ithaca NY 14850 (email PDB6@aol.com).

TWIN CON '96
When and Where: May 25-27, Minneapolis, MN
Spend the Memorial Day weekend at Minneapolis' biggest and best game convention. This three-day fest is filled with role-playing games, board games, HMGS miniature events, game demonstrations, a spacious dealer's room, and much more. RPGA Network events include AD&D Feature, Masters, and Grand Masters, *Shadowrun, Paranoia*, LIVING JUNGLE, and four LIVING CITY events (three of them first-run). The LIVING CITY tournament, *Small Threat*, will net one lucky character a very special dagger. And the character's player will receive a replica medieval dagger courtesy of Mere Dragons, the tournament's sponsor. For more information on this convention, or to pre-register, contact Jeff Hammerlund, 107 West Chicago Street, Algonquin, IL 60102. Individuals willing to judge Network events should contact Cisco Lopez-Fresquet, 3827 Lindale Ave. North, Minneapolis, MN 55412. Judge prizes will be awarded, including a special "Top Judge" prize sponsored by Ral Partha.

SAGA 96A
Date: May 17–20
Where: Sussex NB (Canada)– Held at Mama's Two, Main St, Sussex NB.
Contact: Timothy Smith (506) 433 6406 or write SAGA, PO Box 694, Sussex NB, Canada, E0E 1P0.

KULCON 5
Date: Apr 26–28 **Where:** Topeka KS
What's Happening: RPGA Network events, *M:tG* tourneys, *Highlander* championship, and guests Ed Greenwood and Robert A. Salvatore. **Contact:** Kulcon, PO Box 4023, Lawrence KS 66046; email: Kulcon@ Elysian.net; WEB site www.kars.com/ Kulcon/.

ECLIPSE `96
Date: May 24–26 **Where:** Columbia MO Held at the Holiday Inn Expo Center
What's Happening: Network tournaments, RPGs, card games, and miniatures. Guests Tom Dowd, Tony DiTerlizzi, Lester Smith, Zeb Cook, Erick Wujcik.
Cost:: $18 before 1 May, $20 at door.
Contact: Eclipse `96, 27 North 10th St, Columbia MO 65201.

CONLINE XXI
Date: April 27-28
Where: TSR Online RoundTable, Genie
What's Happening: RPGA Network sanctioned tournaments: LIVING CITY™, LIVING JUNGLE™, LIVING DEATH™, feature tournament set in one of the AD&D campaign settings.
Contact: KNIGHT$@genie.com

MAGE CON NORTH 2
Date: May 3-5 **Where:** Sioux Falls, SD
What's Happening: *M:tG, Warhammer Fantasy Battle, Diplomacy, Pendragon*, and live-action rpg. Also painting contests; dealers area; guest Margaret Weis.
Contact: Mage Con North, P O Box 84828, Sioux Falls, SD 57118-4828; phone (605) 334-2855; email MAGECon@aol.com.

AT-LAST!-A-CON
Date: May 4–5 **Where:** Ferguson MO Held in the Knights of Columbus Hall
What's Happening: RPGA Network events, LIVING CITY scenarios, *M:tG, Battletech, Star Fleet*, and more.
Cost: pre–registration $6 for two days.
Contact: SAGA, PO Box 297, St Ann MO 63074.

GAMEX 11
Date: May 24–27 **Where:** Los Angeles CA – Held at the Los Angeles Wyndham
What's Happening: numerous games, RPGA Network events (LIVING CITY), *M:tG*, and other events.
Contact: Strategicon HQ at (818) 848 1748.

NOAHCON
Date: Apr 27-28 **Where:** Avon Lake OH Held at Aqua-Marine Resort, Miller Road
What's Happening: Network games, live action, *M:tG, Guardians* tourney.
Contact: Eric Vaessen, Matrix Games and Diversions, 5384 East Lake Rd, Sheffield Lake OH 44054. 216-949-5787.

LEHICON 6
Date: May 3–5 **Where:** Allentown PA Held at the Days Inn Conference center
What's Happening: roleplaying, card, miniatures and other games, RPGA Network games, and other events.
Cost: $20 prereg, $25 at the door.
Contact: LEHICON 6, PO Box 556, Horsham PA 19044. Please include a long SASE or 32 cents for postage.

MAGE CON 4
Date: May 4–5 **Where:** Bellevue MI Held at the Bellevue Conservation Club.
What's Happening: Network games (LIVING CITY, LIVING JUNGLE, Virtual Seattle), *Star Wars*, and *Call of Cthulhu*.
Cost: Pre–reg $18 (includes event fees except for $3 benefit).
Contact: Mage Con 4, 127 S. William St., Bellevue MI, 49021.

3 RIVERS GAME FEST
Date: May 24–27 **Where:** Pittsburgh PA – Held at the Greentree Marriott
What's Happening: RPGs (including Network events), regional *M:tG* tourney
Guests: Peter Bromley, David Frank
Cost: $19.95 pre-reg.
Contact: Andon Unlimited, PO Box 1740, Renton WA 98057–1740; email: Andon@aol.com.

A WEEKEND IN RAVENS BLUFF 2
Five Rounds of First-Run LIVING CITY Events coming to you in 1996 at the following conventions & locations:

April 13-14:

A Weekend in Ravens Bluff 2
Griffith, IN
Randall Lemon
P.O. Box 9332
Highland, IN 46322

A Weekend in Ravens Bluff 2
San Francisco, CA
Chris McGuigan
2010 Hillside Dr
Burlingame, CA 94010

CapCon
Columbus, OH
Patrick Connolly
2509 Deming Ave
Columbus, OH 43202

April 20-21:

Ville-Con
Maryville, MO
Sam Frazier II
611 North Buchanan # A
Maryville, MO 64468

Con-Troll
Houston, TX
Terry Hawkins
4734 Warm Springs
Houston, TX 77035

A Weekend in Ravens Bluff 2
Denver, CO
Ken Ritchart
1024 Sagebrush Way
Louisville, CO 80027

April 27-28:

A Weekend in Ravens Bluff 2
Columbia, SC
Neal Wilhite
7645 Garners Fair Rd #1009-F
Columbia, SC 29209

A Weekend in Ravens Bluff 2
Norman, OK
Craig Petillo
1544 NW 46ith St
Oklahoma, OK 73118

A Weekend in Ravens Bluff 2
London, Ont
Gregg Peevers
222 The Esplanade #431
Toronto, Ontario M5A 4M8

A Weekend in Ravens Bluff 2
Honolulu, HI
Eric Kline
P.O. Box 90182
Honolulu, HI 96835

A Weekend in Ravens Bluff 2
Orlando, FL
Bob Farnsworth
419 Elkwood Ct
Orlando, FL 32825

A Weekend in Ravens Bluff 2
Fort Dix, NJ
Don Weatherbee
86A Dafrack Drive
Lake Hiawatha, NJ 07034

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6 months

ye shall submit your pre-reg form by June 30

5 months

ye shall persuade a friend to attend

4 months

ye shall wear a GEN CON T-shirt 'round the clock

3 months

ye shall commit to memory the rules

2 months

ye shall play to gain new character levels

1 month

ye shall stock up on Jolt and Mountain Dew

20 days

ye shall commit to memory your game schedule

10 days

ye shall sharpen your polyhedrals

2 days

ye shall count down the hours 'til GEN CON

1 day

ye shall get to the airport early and start gaming in the waiting area

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YES! Send me the GEN CON '96 Game Fair & Festival registration packet with pre-reg form, complete schedule of events, hotel reservation forms and other exciting information!

THE 29TH ANNUAL

1996 GEN CON GAME FAIR & FESTIVAL

NAME (please print)

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CITY STATE (or province) ZIP COUNTRY

DAYTIME PHONE (include area or country code)

Mail this form to: GEN CON '96 Game Fair & Festival, 201 Sheridan Springs Road, Lake Geneva, WI 53147 USA. Or fax to: (414) 248-0389. Or email to: TSRInc@aol.com